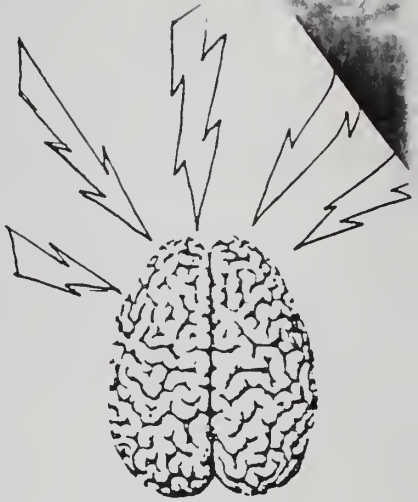


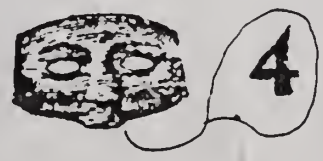
BRAIN STORMING and PLANNING SESSION ~
Making Our Fantasies Come Alive

Wednesday, March 18, 1981 ... 7:30 P.M. ... 1320 - 7th Ave., S.F.

Many people have probably thought about or toyed with the idea of doing a Suicide Club event, but never actually organized it because their ideas weren't fully clarified, they didn't have time or the energy required, they were afraid to, or just didn't think they knew how. But most everyone has some kind of fantasy, and this will be an opportunity to discuss them, share ideas and hopefully, emerge with several events that various people would like to do.

Many people who don't have the time to organize an event alone are anxious to help others do so, and this will be an opportunity for those people to link up with one another. Also, hopefully, our collective creativity will give birth to some terrific events. A similar planning session was held 4 years ago, when the Suicide Club first began, and 3 months worth of events came out of it. If this one is a fraction as successful, it'll be terrific.

One major problem the Suicide Club has had during the past year is the lack of new people doing events. We know that many new people have joined, and undoubtedly have ideas, but for some reason, they haven't translated them into events. I hope this meeting will draw those people out so they can be given encouragement and support by those of us who have done events and would like to see and help others do them. There has never been any limitation on what someone can do as a Suicide Club event, nor has there ever been an attitude of judgement. Anything goes, and this meeting is for the bringing out of any and every idea, scenario, fantasy, etc. under the sun and moon and all the rest.



Jayson Wechter
665-7644

Suicide Notes

DOING EVENTS--A HOW-TO GUIDE

Many people have joined the Suicide Club in the past year, and I realize that they may never have been told how events find their way into the newsletter, what the basic structure of things is, etc. Okay, here goes.

The Newsletter:

This comes out every month, paid for by your $3 dues, and compiled by a volunteer editor (ther's a different one each month--contact the treasurer, Jean Moshofsky, to volunteer). You can put anything you want in the Nooseletter. There is no censorship, approval, etc. The only limitation is that you must pay for the cost of the paper if you want something long included which is not an event write-up.

Events:

Anyone can do an event, and it can involve anything imaginable. There are no limitations whatsoever. If people like the idea, they'll come out for it. No idea has ever been too weird for the members of the Suicide Club.

To get an event in the nooseletter, write (or preferably type) it up, with the name of the event, the date, time and meeting place, and a description of what is involved)you can make it all a mystery if you want, and surprise us when we go in it). Be sure to list any materials, special clothes, etc. required. Then mail or take the event to the editor for the next month (their name & address is listed on the first page of the preceeding month's nooseletter.)The deadline for events is usually the 20th of the month for the next month's nooseletter.

Events don't have to be anything. They don't have to be grand and elaborate, or dangerous, or long or short or easy or hard. If you think its a good idea, it probably is, and you might as well give it a try.

The Organizer:

As organizer of an event, you're the boss. People who come on an event do so with the understanding that they have to play by your rules. If they don't like the rules, they don't have to play. But you can set things up anyway you like.This is the only time we ever have "leaders".

RULES?

We have no rules, no officers, no mandatory anything.

HELP IN PLANNING EVENTS

Several people in the Suicide Club, myself among them, are willing and eager to assist other people in putting together their events. If you have an idea and want to talk about it, call me anytime, or Better still, come to the event brain-storming session on March 18th listed in this newsletter.

Jayson Wechter--665-7644

"I TAKE IT ALL BACK... LIFE IS A LOT OF FUN!"

SUICIDE CLUB

THE SAN FRANCISCO SUICIDE CLUB

DESCRIPTION: Have you ever explored a subterranean sewer at night with thirty other people; climbed three stories on a swinging rope ladder to dine on the roof of a condemmed brewery;staged the practical jokes you've always wanted to realize? No...? How about dinner at Rev Moon's or talking a policeman into hitting you with a pie? Well...WE HADN'T EITHER! The surviving members of the SF SUICIDE CLUB have agreed to EXPERIENCE THINGS THEY HAVEN'T EXPERIENCED BEFORE. In most cases they are challenges that wouldn't or couldn't be done alone because of the danger or need for teamwork(or extras). A large group also provides more investigators into the unknown, as uncovering mystery and adventure in the 20th century requires a lot of detective work.

ARE ALL THE EVENTS DANGEROUS?: It probably depends on what you're afraid of.So far they generally fall into five broad categories. Urban adventures and explorations usually at night add often with physical barriers to entry, infiltrations of bizarre enviornments and groups, large scale games deivsed by members with people as the pieces, elaborate stunts and practical jokes and side trips to unusual entertainment

PURPOSE: Fill in the blank yourself.

WHAT IT HAS NOT BEEN: So far there is no president, no voting,no meetings,no collectives, no committees and no consensus, norules agreed on by everyone, no dares or mandatory experiences. We do have initiations but attendance at them is not required in order to participate in the club. We are neither secretive nor publicity seeking,but we also do not encourage the vicarious. Journalists or photographers must join the club and experience an event first before they can return to record others-we do not give armchair interviews.

HYSTERY: On January 2, 1977 gale warnings were issued in San Francisco and, at midnight, four friends unexplainedly found themselves holding onto handrails as twenty foot waves broke over them at Ft Point. Afterwards they agreed that they wanted to explore other such experiences within a larger group of friends. The SUICIDE CLUB was chosen as a name,based on the Rbt Louis Stevenson story of a club that gamed at midnight, the losers forfeiting their lives. The name was also chosen to alienate and frighten people away. The club has several recurring events including an annual dinner,formal attire only, on the GG Bridge Feb 25th, events of an undetermined origin and nature on April 1st, a food fight to benefit the rich and decadent on July 4th and explorations of unusually macabre detail on Christmas night and New Years Eve. Possibly most dreaded is the annual suicide club treasure hunt corresponding with SF's Chinese New Years Parade, which provides near 100,000 breathing,squalling obstacles to a frenzied search, among oppossing teams, for a cache of morton forzen cream pies and equally distended ice cold water balloons.

GREED: Until we explore further ways to capitalize on risking your life,pride respectability and career possibilities, events are without charge. A series of stimulating scenes in breathtaking postal design(post cards) are available for purchase as well as tee shirts in blood red.

MEMBERSHIP: The membership in the SF Suicie Club is divided into three(3) separate distinctive groups, one associate, two regular,and three, eternal members. To become an associate member you need only send the amount specified by the grim reaper(treasuer) upon first writing the club. You will receive a monthly newsletter chronicling events and a suicide club membership card on the back of which will be stamped a large ASS (associate). Your ASSociate card will allow you to attend any events listed in the news letter.When you attend an event andrisk whatever it is you are willing to risk you get your ASS knocked off and become a regular member, your card unmarked by any such discoloration. To qualify for eternal membership you must sponsor(create) or convene an event for which you will receive a death certificate. Any member may convene or sponsor an event and in fact, do not have to be present even in the state itself, if we accept their idea for realization. If present in this corporeal state however, they must both conceive of and actualize their event to be so awarded. The Death Certificate is quite aesthetically pleasing,is printed on parchment paper and will have your name and a brief description of your event calligraphed on it. It is a must for your den or study wall beside any formal educational certification and good conduct awards from the military.

DUES: Dues are figured at approximately 25¢ a month(mailing). Dues are paid at a flat $2.50 at some point in time which you will never know and your money isthen mailed back to you(so so speak) until it has run out. People that join at different times than the point at which old members pay the full dues are pro-rated so that they money runs out at exactly thesametime for everyone,thus keeping the Grim Reaper(Treasurer)from becoming a little too grim and overworked.

DECISION MAKING AND LEADERSHIP: The individual creating the event is totally responsible for planning it, any rules to be enforeed and any responsibilities the partipants must fulfill in order to attend. Their ideas are not voted on, amended or censored; ultimatel members vote with their feet by not attending an event they consider too dangerous,too boring, too unstructured, too structured, or being led, to be blunt, by someone in which they have no faith. Since events are ,by their very nature, wholly new to most of the people respon ding, the write up for the event takes on a prime and momentous importance Convenors do often write up what they feel they wouldhave done differently after an event has happened and participants often do the same. These write ups are printed in the newsletter the month after the events combined with any new rules that a leader may be using as guidelines in future events. A rule is seen in the context of the suicide club as " a guideline to reduce the number of variables that can happen to a group while they are trying to accomplish a given task." In this sense rules are expedient rather than moralistic and hold true only for an individual leaders event, not for the club as a whole.

RISK: Possiblity of physical injury and/or arrest is an everpresent part of many,but not all,adventures. These are not sought out but sometimes separate people from the things they want to do and so are considered obstacles,if challenging ones, rather than goals themselves. Write ups attempt to detail their possibility and how the leader plans to avoid them . We are becoming very experienced in this area.

TRANSPORTATION: The Suicide Club owns a pet hearse which is used for events,in part, and a use fee of 75¢ a person is collected before the event begins. Gas is divided evenly between users at the end of the night.

MAILING ADDRESS: S.F. SUICIDE CLUB,PO BOX 7734, SF CA 94120 Gary Warne

DIVEST YOURSELF OF EXPECTATIONS
SOLIDARITY IS A NECESSITY
PLAY IT OUT TO THE END

41 [for the proper effect, please read aloud, as fast as possible]
SAN FRANCISCO SPECIALS, CHAOS INCORPORATED, PANDEMONIUM PLUS, EXHIBITIONISTS UNITE, FUNKY FREAKIES, GODDAMN EVERYTHING BUT THE CIRCUS, or HOW TO STAND OUT IN A CROWD
Zonk your ziggers, and zing your zingers, the spirits are about to speak—join the Communiversity staff and friends in a madcap romp across society's most cherished institutions, traditions, taboos and tourist hot spots. We are planning with your help, to stage at least one outrageous stunt a month somewhere in San Francisco. This outrage will occur the same day every month (e.g. the first Saturday) so everyone will know that on that night, somewhere where they might be—chaos, the sleeping dragon from beneath the earth, will rise smoking and trembling from her sleep. Wild stunts, candid camera, pie fights, practical jokes, good clean fun, some not so clean, whatever we think up. This will all go to show you that you don't have to go to the circus when you live in S.F. For those dedicated few, some interesting books are: *Bomb Culture*, by Jeffrey Nuttle, and *The Feast of Fools*, by Harvey Cox.
NANCY FLINT, ELEANOR McCALLIE, ABBE WAINWRIGHT, GARY WARNE have been repressed.

SEPT 1974 FALL TERM

19 Make-Up Marathon [Once Only]
We will get together and practice making ourselves and each other up. Come and experience the transformation of becoming many different people—of stepping through mirrors into the many moods of white face. Plan on some surprises following this class. We ask that you dress as warmly as possible, in black or dark blue, regular shoes not tennis, and several pairs of socks.
CATHERINE BAKER, GARY WARNE & MONIQUE
In our youth our hands pressed other faces to our lips and they screamed in delight as the mirrors sucked our old selves into them.

FEB 1975 SPRING TERM

24 Anything Goes [One Night Only]
Everyone must bring something they wish to play or create with and anything goes!

54 Narcissism Workshop
This class is limited to one person, on a first-come, first-serve basis. The participant will practice looking at a mirror, not doing anything else for anyone, avoiding social consciousness and keeping to himself. A receptive personality and an ability to listen would not be in keeping with this course. The registrant would practice dialing 9-0, waiting for a dial tone, dialing six and hanging up.
NEEDS: Praise, mirrors, and books on auto-eroticism.
Starting any time far away from anyone else; every day and every night.

MOVEMENT

87 Harikiri
This is a once in a life time opportunity to learn how to do yourself in with grandeur dignity and splendour. Learn blade sharpening, basic pulls and thrusts, and coming apart at the seams. Not for the squeamish or those that faint at the sight of blood, especially their own. Survivors of this class will have failed the course

57½ Demonic Possession [One time only!]
How to change a boring personality into something that will confuse your friends, drive your mother hysterical with excitement, give your minister a revival of faith and finally get doctors to leave you alone. You will enjoy those deep voice changes you've always wanted, a more leathery complexion, and develop a more arresting vocabulary.
A SURPRISE HOST.
I have been teaching this class for as long as I can remember
NEEDS: Souls ....

49 Defeatism
Before we decided to do this class, we interviewed a hundred people on how they felt about apathy. Nine out of ten said they didn't care, therefore, this is a class in how to expect the worst out of life. You probably won't get much out of this, but then again, most of you won't show up for it, either.

SUMMER 1975 -FIRST CATALOG FREE FROM S.F. STATE

1 VOYAGE TO ANOTHER PLANET (One Way Workshop)
We'll talk about our visions of how life is, could be, and might be, then at midnight, we'll journey to another planet. What this means, you'll have to find out. Bring your fantasies and the ability to discard them. This will not necessarily be enjoyable (depending on the planet).
DONNA FREISLE GARY WARNE
Saturday, June 21, 9 p.m. (potluck snacks & meeting midnight take-off)
[illegible] Ave., Tiburon.

15 PARANOIA AS A STATE OF HEIGHTENED AWARENESS
I know what you're thinking, but just because you're paranoid doesn't mean they're not out to get you. You'll learn how to protect yourself from [illegible], [illegible], hypocritical, two-faced, [illegible] friends and lovers. Learn how to fight back, and better yet, get them before they get you. We''ll especially consider [illegible] parents and learn how to destroy their [illegible] of [illegible] and affection. [illegible] [illegible] I DON'T LIKE TO TELL [illegible] MY CRIME
[illegible]

Gary Warne

This paper is an attempt at describing the succession of stunts, parodies and put ons that have gathered so much attention for Communiversity and, at the same time, present the ridiculous concept of organizing principles for creating chaos, anarchy and high times. Towards this end it may also be referred to as ROBERTS RULES OF DISORDER. It is shared equally and for free to all comers in the hopes that you : the lost spirit of THE FEAST OF FOOLS and ALL HALLOWS EVE.

When Communiversity was still at S.F. State in Sept 1974, several of us got the idea to do a practical jokes class. This event was to signal anew era for Communiversity, the Free University Movement and many of us individually. As soon as it hit the streets we were told it(the class) was "Not educational, in poor taste and probably illegal from thesound of it." Preliminary discussions went on among the top brass at State about withdrawing our pay checks until it was dropped. After preliminary squirmishes, they withdrew their threats and at the end of the year we withdrew the school. A hundred people signed up for this class, making it the most popular class in the history of the school(so far).

See Class #41 on THE FRONT PAGE

We filled a room with hundreds of large balloons, covered the floor with mattresses and pillows, covered the ceiling with a parachute and waited.... Two doormen greeted the registrants, asked them to remove their shoes, picked them up and threw them thru the door into the room. This went on for three hours-a balloon and pillow fight culminating in a whipped cream and feather fight separated the wheat from the chaff so to speak. People left hurt, pissed, creamed & feathered and limpin. The thirty people that stayed journed to Northbeach in a Salvation army bus and pulled five stunts. First the women put balloons in their blouses and tried to apply for jobs as topless waitresses. They wouldnt let them in. We practiced carrying imaginary plate glass windows up the streets sideways-it worked, people actually walked around us! Then we tried panhandling the same people as they walked down the left of a block-thirty people asking for spare change-all acting as if they didnt know each other. Then we tried giving money away-which didnt work either. Finally we tried to buy a banana split and couldnt come up with the money between us(30 of us that is). This one really didnt work because we werent very good actors, the intersection of Columbus Broadway was so choked with people the waitor couldnt concentrate on us or even see clearly that we were together and the idea sounded much funnier in the room that it was in action.

CHAOTIC PRINCIPLE No. 1 DIVEST YOURSELF OF EXPECTATIONS.
make sure the people youre doing something with can dish it out as well as take it. If it isnt funny when it happens to them too then youvegot sadists instead of pranksters. Initiate them to be sure they have a sense of humour about themselves. Never preconceive what the reaction to an event will be like, you are sure to be disappointed. ergo. second principle:

CHAOTIC PRINCIPLE No. II : YOU WILL NEVER BE TOTALLY IN CONTROL

CHAOTIC PRINCIPLE # III BE A FOOL NOT A SADIST
YOU SHOULD BE ABLE TO TAKE IT AS WELL AS DISH IT OUT

CHAOTIC PRINCIPLE No. IV ALLOW PEOPLE THE VALIDITY OF THEIR OWN (HUMOUR IS A VERY SERIOUS THING) VALUES(?) Response(?)

When you are doing what you want to do, maybe for the first time, allow people the reality of their own emotions and the sincerity of their own responses. Dont be shocked or bummed out if you are ignored, slugged in the mouth or arrested. People can not be expected to think your jokes are funny. Their reactions are no less valid than your own.

NATIONAL CLOWN WEEK Aug 9 1974

Twelve clowns went into the B of A at Powell & market singing "We're in the Money" and tried to deposit fish, flowers, juggling balls and comics at the tellers windows. The guards came and they were really MAD, they were defintely going to beat up the ring leader. I was dressed as a Keystone Cop with a giant silver badge, British Bobby Hat, cane and long blue trenchcoat. I ran up, blew my whistle, arrested the lead clown and dragged him away. The guard, rabid as he was, and this was a very scary moment-the other clowns had already run for the door-burst out laughing. We ran. The other clowns were horrified and disgusted at the guards response It was scary but it was their territory, their values and their job-accept whatever the response is-its real.

The fact that the group broke ranks was really terrifying. Again remeber Principle # III.

CHAOTIC PRINCIPLE No. V SOLIDARITY IS A NECESSITY

MAKE-UP MARATHON (SEE FRONT PAGE)

Everytime we changed locations in the course of the evenings bizarity we lost people. This became a steadfast rule of entropy in future stunts. This is not good. The people need each other for energy and support, plus itis relatively dangerous to go out as a group to do stunts-anything can happen. If you're going to start something-finish it. Corollary-Nothings Ever Over When You Think It Is!

CHAOTIC PRINCIPLE No. VI PLAY IT OUT TO THE END

ANYTHING GOES (See page One)

A disaster-it fulfilled its title but the people couldnt trust one another because of the things each of them brought and did to each other without knowing one another-A common purpose or focus decided beforehand is the best-even if people still cant go thru with it-it will be an inner failing rather than paranoia [illegible]. Other than initiations and despite Principle # 2, Agree beforehand what you want to do.

CHAOTIC PRINCIPLE No. VII THE MORE EXTREME THE ACT, THE MORE EXTREME ANDVARIED THE RESPONSE WILL BE.

VOYAGE TO ANOTHER PLANET(SEE FRONT PAGE)

We broke down into three groups and talked about how we imagined life on other planets. Then we blindfolded twenty five people and took them to two unusual enviornments-one natural and one synthetic. We told them that when we took their blindfolds off theycould not use proper nouns,names or earthly referents for the sights they would witness.They had to decide what they were,why they were,what they did, as if they had never seen them before.Confused? For exampl if we took them to a street and unblindfolded them they couldnt use the word "concrete", "street", "Pavement," "road," etc.

We took them to the Judah street tunnel under the Great Highway and took off the blindfolds in the dark. They had to walk out the seaward side as if they were just landing on another planet and "decide" what the ocean was. The descriptions,fantacies and hallucinations were utterly incredible. I will never think of the oceans in the same way ever again!

Then we reblindfolded them and took them into the belly of the monster: Alcoa plaza at midnight-to Ripple's . A bar surely from the 21st century. TV sets two feet apart all the way down the bar with curtains on either side of them like windows-all showing the ocean beating on the shoreline(?). Eight foot motion picture screens broadcasting a band playing while people danced- the band wasnt there though. Women taking off their clothes in view screens over the urinals-Women could enter accompanied by men but men couldnt see what was going on in the womens bathroom.

This place was so way out on a Saturday night that no one could come up with anything any farther out.

JOKE CLASSES ARE LISTED ON THE RIGHT SIDE OF THE FRONT PAGE

We ran joke classes every catalog for twoyears up until our "DEATHSKOOL" catalog when people got too confused and we stopped for a while. Someone has registered for every joke class we have ever run no matter how outrageous it was written. When the HARIKIRI class asked them to kill themselves they politely asked if it was real or not. For DEMONIC POSSESSION we were asked in a whisper if we "had connections." When we ran PARANOIA AS A STATE OF HEIGHTENED AWAERENESS we had to re-evaluate the whole concept of joke classes- a device as far as we know-that no other alterntaive university has used. SIXTEEN people signed up for Paranoia. These were the ones either cowardly or fun loving registrars let sign up. Many more were turned away by other registrars. Some pople didnt want ANY other class but that one and as you can imagine they HATED filling out the skills exchange(a program we run in which prticipants signing up for the school offer their skills for barter).

If you re-read the description a couple of times I think you might agree that its pretty horrible. But people wanted it. People in on the joke wanted it to happen but the BIG QUESTION MARK was what kind of people had signed up for it. The joke became too real-everyone who wanted to see what the registrants were like were also afraid to offer their homes to find out! The joke had became very real. Eight months later someone was moving out of their house and offered to have the class the night before they gave the keys back to the landlord. We wrote and called people, had the class and had a very intense and fantastic evening of shring what we were afraid of. Our first joke had become real. An incredible reversal.

CHAOTIC PRI CHILL .c. VIII HUMOUR IS AS RELATIVE AS ANYTHING ELSE

NIGHT OF ADVENTURES DEATHSKOOL CATALOG-SPRING 75

Description: Bring your ready to live adventures. Leave your pride at home if we think they're eithertoo dangerous or too boring. Must be in the borders of S.F.

Twenty five people signed up for this class and three came with adventures. After we talkd for a while people started thinking up practical jokes but i was never sure if they were fantacizing right THEN or of they had brought them. There was a practical jokes class in that catalog listed without a teacher but no one signed up for it(because everyone was afraid to sign up first because then they had to offer THEIR house). We planned two of the three adventures for the first night and the third would be put together later. The first-mine-was that we'd walk thru the JUDAH STREET CAR TUNNEL from Duboce Park to Cole & Carl. Half of the group went home and never came back right them. Other people didnt want to go thru the tunnel and didnt want to go home either so they waited for us at the other end.

I could NEVER understand this respose to the class ,considerin the name of it. Some people were scared, some were bored,some didnt explain what they were reacting to. Then we walked to the top of Strawberry Hill in Stow Lake at midnight(thesame night LOsing people along the way of course. The next adventure was handing out color photographs of animals in leg iron traps at a fur sale. This was to me VERY frightening as i dont like to confront people in polarized situations(But ons are something else

Fianlly we decimated the class and ended it by walking from the zoo to the wharf from dusk to dawn. This adventure REALLY frightened people and i ended up pretty disgusted with the whole fantacy of a group living out each others guests and mysteries.

I learned,or think i learned, many things from this experience though.

CHAOTIC PRINCIPLE No. IX FEAR IS A STATE OF MIND: THE FEAR/RISK RATIO IS NOT PROPORTIONAL

Since most fears are about things that have NOT happened to us or that we havent experienced but have only witnessed thru media representations or in our fantacy states-we usually dont know what an experience is like and our fears keep us from finding out.

CHAOTIC PRINCIPLE No. X WE HAVE MANY THINGS TO RISK BESIDES OUR LIFE.

It is also possible , i wont posit a principle here-that our adventures and fantacies are a Combination of excitement and fear and other peoples adventures are more frightening than our own because THEY have the excitment/motivation and we dont so we are only left with the fear. To support this i offer up that one of the people who waited outside of the tunnel was the one who diganized the FUR SALE deronstration, which terrified me and which didnt phase him.

CHAOTIC PRINCIPLE No. XI WE SUBCONSCIOUSLY BELIEVE THAT WE HAVE EXPERIENCED THINGS WHEN WE HAVE ONLY WATCHED THEM. WE HAVE NOT.

CHAOTIC PRINCIPLE No. XII WHEN WE TEST OUR FANTASIES OF OURSELVES WE FALL SHORT -- SO WE DO NOT.

WHY I JOINED THE SAN FRANCISCO SUICIDE CLUB

As the years slip by and I try ;to aline each day with the passing of my life, I find myself on tenuous ground. After forty years of living, dreaming and working to build the kind of community that I would like to live in, I find myself faced with the reality of how little I*ve done to accomplish this task. I hadn't tried. I am accompanied into the future with the lessons learned by my daily attendance in the school of hard sox. Though realit has popped my balloon I arrive at this point in time with the bouyancy to find a better way to live the remainder of my life than the way I've been doing it. Apparently life offers no stable, secure, rounded fulfilment. Life at best is for me an untidy mess of unfinished business, broken achievements, personal failures, half-successes, short-lived triumphs, belated insights, noble desires and shameful deeds. Hopefully through the years I have accumulated a little wisdom but for me life is incomplete and much potential reamins to elude my mortal grasp. ... Life as an ongoing state has controlled me more than I it. Like most people I've had my moments of breathtaking perfection, but no permanent achievement seems possible. This may be because as a human being I am only part of an evolutionary process whose task it is to till the soil, learn the rules build the technology and make ready for the people of the future, where necessity will require that basic human needs and wants be provided for by the collective of the community and the individual will be set free from hampering emotions of jealousy, fear, and rivalry. The fact that people will also lose their ability to hate, love have hope or be gererous will have little effect on the world of the future that will operate with ant like perfection into the millennium. Provided of coutse, that we don't blow ourselves off the face of the earth or drown in the slime of increased pollution in the interim.

For me, these alternatives are grim and bleak and leave so much to be desired that I've decided to become a charter member in the San Francisco Suicide Club. The only requirements are that I put my affairs in order, stop looking for satifaction in a tomorrow that may never come, and live each day as though it were my last. With this commenrment I bequeath half of my worldly belongings to the club's trinary garage sale, these funds go to support the club's bizarre activities. Going places I've never been and doing things I've never done. Maybe I'll see you there.

HAVE FUN:

R. J. molollepozy

"RIGHT ON" - DAVE WARREN

UNDATED EVENTS:

THE SAN FRANCISCO SUICIDE CLUB MAGICAL FANTASTICAL DREAM SOCIETY

One of Gary's (Warne) conceptions of the 'Club' is as a vehicle with which to put our life-long fantasies into action. Following this line of reasoning, it seems as though U should have at least one chance to participate in a fantasy of your own as staged by someone else, the idea that it's easier to enjoy it if U don't have to run it too, One problem with the fantasy model in the Suicide Club is that that the fantasies we have are often too embarassing or silly sounding for public consumption. It is to solve these problems thta the SFSCMFDS was created. If U have such a fantasy, this is your chance to participate in it with-out the wear & tear of organizing and staging it yourself. Your fantasy, the planning and the actual event will remain confidential, in other words U cantalk about your fantasy/event if U want to, but none of the organizer ever will. In fact, we will try to arrange it so that only one(1) organizer even knows who U are. OR U might choose to remain anonymous and send a guest list of people U want to participate (yourself included of couere) along with the fantasy. Of course U won't KNow who the organizers are untilthe event either so...

What we'll do:

1) Organize and stage your fantasy.
2) Let U know at least two (2) weeks in advance when your fantasy is happening so U can keep the time free. (There will be occaisional to this rule, if we can find a way to surprise U)

What you do:

1(Wrte up a fantasy.
I Detail what it is and whether or not U want persons besides the society to act as participants (Participants who are not organizers are NOT bound to cofnidentiality, so think it overO
II If it costs $$$, figure out how much and send a check for that amount with the fantasy.
III THe fantasy should be personly possible. (Don't expect us to arange a tripto mars, for example.)

Strongly reccomended readings are; The Magus by John Fowles and Alice in Wonderland by Lewis Carrol. Both are available in paper-back from most used book stores.

Fantasies should be mailed to;

THE SAN FRANCISCO SUICIDE CLUB
MAGICAL FANTASTICAL DREAM SOCIETY
41 Bache Street
S. F. Ca.
94110

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Suggestions Based Upon Experiental Data
OR. .....
Blowing it

Our format has been adopted to insure the minimum of arguing, bickering, amending, censoring and voting on other peoples ideas, rules, and other volatile subjects. Each person is totally responsible for their fancasy, the logistics of carrying it out, and the rules they want abided. It is up to the members to decide if they want to attend and when, if they do attend, that they want to end their participation.

At the same time guidelines have been offered by people in very emperical terms-i.e. what they would have done differently if they had only known.....These aren't rules because we don't even meet much less vote.

They are for whatever purposes you may use them for and as warnings or assurances for those events that bear our names.

OPPOSITE OF WHAT IS WRITTEN BELOW

WE DID THE

1) Discussions will take place at the first meeting place. People became too excited and it was so chaotic in the sewers that we couldn't get people to listen to us, stop talking, count off or apprise them that people were following us that we might have been in danger.

2) The leader will give a point by point description of the adventure as they imagine it, diagrams would be helpful at the meeting place. When people climbed the side of the ship facing the guard house on the Golden Hind we realized that what were obvious to some weren't obvious to others.

3) The leader will give a point by point fantasy of what he thinks could go wrong and what he fantacizes doing about it. If they're wrong great!

4) We will not be meeting people beyond the first meeting place where the discussion and planning takes place. We realize that this will be a hardship but it has been more of a hardship trying to avoid hardships.

5 Verbal directions are out. Duplicate maps will be given all drivers.

6) The organizer will provide a list of the equipment necessary and will give it to someone to check off as we leave.

7) We won't sumulate danger, even for joke purposes in situations that are possibly dangerous already.

8) We'll ask someone to be an official explainer and talk to witnesses that insist on staying and being perplexed when we're bldgs. ect.

9) A firm hand grasp (holding hands) will be our universal, non-verbal, signal to stop talking at any volume.

10) Everybody should have all of the equipment that is specified, the organizer has advised us with a reason, we shouldn't disqualify ourselves from their requirements because we think we know better. If it says every one must have flashlights-this means everyone (and many people still don't own one--buy one) If it says no kids-it means no kids-if it says hard soled shoes-it means hard soled shoes-if it says everyone should have a candle-EVERYONE has to have one.

We feel it's best to tell people the truth, if not the whole truth, about what we're doing.

Many people are not using the planned chaos form and so are leaving information out of the write ups that others need to know or that they the leaders are not thinking about Use them.

On the small but positive side-we feel we were right about the use of costumes to offset police suspicion/repression and food (pot luck) helps too!

John Law, Gary Warne, Adrienne Burk, David Warren
from the Golden Hind, Sewers & Kennedy Hotel Events

SOME CHANGES

Forty % of the people in the suicide club are women and 4% have led more than 1 event.

One hundred % of the suicide club are people and 12% have led more than one event.

Sixty of the eighty fivepeople in the club havent led any event as of this writing.

This is creating some problems

1) It is forcing the leaders to be organizers rather than particpants,so the people for whom the fantacy is most complete are the ones least able to enjoy it...
2) It is forcing authority into the hands of a few people

3) It makes it harder to organize events because you dont understand the problems ,i.e. why we need you to do what we say,abide by our times,bring the euipment listed,etc and because you havent had to hassle with all these responsibilities and,therefore, enjoyed yourself less. it is harder to understand the feelings of the facilitators.

People organizng events have become aware that it would be easier and more fun to simply do very demanding events with a small group of 4-8people.

I would like to acknowledge some new rules that have been given some lip service before but which were ,and are, very difficult to enforce and attached at the end of this write up are the names of the other 12% of the facilitators that agree with them and so will be abiding by them also. They are rules for the individual creators, not rules for the club. They come out of not really being able,physiologically, to stay up until 5 in the morning because of organizational difficulties.They come out of not really enjoying waiting for long periods oftime for parts of the organizing to get done which could have been done beforehand or for the collecting of people to get done. They also come from not wanting the pace set by the least energetic ,or most at odds people, like on the canoe trip, but by the leader!

So the point of these rules is expediency, pure & simple. Getting things done and happening! And getting ourselves acclimatized to them before fifty new people join our activities in the weeks to come. You will find the remaining months difficult-to-organize events listed again at the end of this print out with their crucial info,not the full write ups.

I Departure times will be excrutiatingly abided by. Putting a discussion time or arriving time has been absolutely pointless because everyone relates to the departure time, being late for it, and so if i say meet at 7:30, leave at 8pm people will come at 8,miss the discussion and then do one of these things: 1)not know whats going on and depend on others 2) ask you to repeat what youve said 3) disagree or want to dicuss things further & 4) not have the euipment that was required but i wont know it because ive already done the check (as in the hamms brewery event when everyone that came late didnt have a flashlight but i didnt know it(and they didnt volunteer it).
Daylight savings time returns to standard time Oct 30th. Under the cloak of nightfall i can now depart at 7pm instead of later,which means we can finsih earlier.

II There wont be a discussion any longer at the departure point so that people can use that time to come in late, Since we always start the discussion at the time designated for LEAVING because thats when people ARRIVE. We will leave and move to another,undisclose point, on the way to our location, for the discussion.The second departure point will be easily accessible to transportation if people decide they dont want to do the event after the explanation and discussion. The only things that will be discussed at the 1st point will be whether people responding have met their responsibilities as outlined in the write up, in terms of euipment and the like. This will be done at 6:58, not 7:01(to give an example of what i mean). Drivers will be asked to come a half hour early, in this case at 6:30 and people will be put in the cars as they arrive. Both these times, which ever they are, will be incldded in the write ups from now on. The second meeting place wil

always be a setting where we can just get out of the cars,sit down in a circle and have the discsusion with a minimum of movement. Drivers must be gassed up beforehand. Make an estimate of costs & we'll reimburse you befor leaving.

III Write ups will include the time,1st departure point & title in the neading of the event and not in the write up. The LAST thing listed ,and set off graphically from the rest will be listed as "YOUR RESPONSIBILITIES:" and will list all the equipment, types of clothes, amou t of money and responsibilities that you are expected to provide as well as a brief recapitulation of any attitude or warnings the leaders feel would help.

Fifty more people will respond to the Suicide Club next week. It will probably be the last time we'll list it in the Communiversity catalog. I think its obvious by now that the larger the group, the more dificult to organize,the more prone to arrest add the more difficult communication is between the participants. These people will make the individual events larger adn they are less familiar with situations involving these special and almost contradictorily anarchic problems. If we are going to change at all and want to change, this is the time! It is only by being left a few times,painful as it is, that people will change their attitudes and habits and realize that these are rules for a specific purpose,not to be directive,macho or militaristic but to have more fun. GARY WARNE

Mary Patricia Therese Prusia
Jennie Bark
John

Don Herron —

IV *While deciding not to sign, Jayson has suggested leaders ask people who have never done an event to help them on their events, perhaps developing more confidence while learning firsthand the difficulties and pressures without being totally responsible. We'll do that te

+++++ Deadline for ALL THOSE GREAT IDEAS you've had is Sunday Night at the moviesat 451 judah THE DAY THE EARTH STOOD STILL. Kathy Hearty is the newsletter editor.You can give her events before that date but after midnight,when the theater closes for the night and she goes home, your events will have to be for december. Her # is 621-7375 if you want to see which dates are taken. Please leave at least 18hours between events.

COINCIDENCES-DELETIONS & OMISSIONS from #12-CHANGES-ADDITIONS due to unexpected luck etc....

SAT OCT 15 ROCKY HORROR PICTURE SHOW CHANGED from : 11pm 451 judah TO: 9pm DRIVERS 451 judah 9:30pm Leaving. Bring costumes, esp punk rockers,50's ,drag queens,etc and $2 for the film .It will save a lot of time and trouble if you come as your character because we're going to have to break our necks to camp out on the sidewalk to get in. We cant let people in line with us or therell be a brawl so decide if you want to do it at the time indicated. It wont do any good to go down later either because its a sell out on the 15th, for a benefit/costume contest bash! TODD STRONG

THUR OCT 20 ENTER THE UNKNOWN # 4 BRING $1,50 materials fee,a TOWEL,food in NON-BREAKABLE containers and an umbrella & baseball bat if you have them(optional).Drivers 8pm and departure at 8:30. Results of unknown #1 available at #4. Gary Warne

SAT OCT 22 STAR WARS INTERGALACTIC BATTLE Bring $2, drivers 7:30pm, departure 8pm Reg is open up till 8pm, You can bring friends butthe y must pay $2 & read the write up. in the newsletter beforehand. Do NOT bring any flashlights and arrest is possible.Come expecting it and you wont be upset when it happens. $2 refunded to you if youre late & have paid already. Gary Warne

SUN OCT 30 Drivers 4pm leave 4:30pm THEME MOVIE OF THE SUICIDE CLUB: SAFETY LAST The fantasy film society will be taking a breather this halloween sunday so come join us at the UC THEATER-Berkeley for two comedy classics,Chaplins City Lights & Safety Last with Harold LLoyd.Meet at 451 judah, drivers gassed up for maps at 4pm,leaving promtly at 4:30 or meet us there 2036 University ave at shattuck in berkeley at 5pm $2.00 adults $1 kids Daylight savings time changes this day so WATCH IT! people who bring kids,both movies over by 8:30pm

MON OCT 31 COSTUME SLUMBER PARTY changed from 11pm TO 9:00pm 3035 market

NIVAL COSMOLOGY

world is a midway; cities are it's sideshows.

only difference between children and adults is that there is no one to take care of us.When we left home it meant we were lost on the midway and,unlike God, the carny boss will only let us ride as long as we pay.

No one will come to find us.Some children will hurt us,others will stop to play... some are still deciding.

But you can sneak in too.

I have been exploring a world of adventures,exotic locales, mystic essences. Confronting my fears was the immediate goal,the predominante focus of the explorations and challenges.Now,nine months later, my fears have become wafer like and crumbling,shadoows of their former selves. Now I find fear only a final,non- evolving image that stills other possibilities,the creation of more intoxicating future images,that prevents me from entering into a visionary dialogue with whomi could become.

Recently i have walked past the place where my fear images blotted out what would have come next if i had not been afraid. I climbed the golden gate bridge three weeks ago emersed in images of falling thru space into the ocean. There was nothing to fantacize beyond this one, final, deadly image.Fantacies of my friends deaths were perhaps even more vivid and recurring.People who didnt go asked their companions to call them when they returned,no matter what the hour.Those unable to express their love in this way simply asked for the rent before their roomates left for the climb. The image of death,for many THE culminating fear image,blots out all other possibilities.

The subject of fear has fascinated me for many years, that night i felt i understood it much better.Fear is a freeze on the future,the filter or floodgatethat stops our imaginings; Something within us that stops us from becoming more powerful and loving, ,rather than fearing,those things that are more vivid than our fancy,more powerful than our magic,more mysterious than our own mysteries.

I buried the predominance of fear in my own cosmology that night.After many months of incredible experiences and a rich new flood of images and emotions i began to see the colours andtextures beyond the death images,beyond the fantacies of authority and arrest, beyond inner visions of my own failure of stamina or confidence. And something more began to emerge.

I am not speaking at all metaphorically when i say that it was the bright lights and moving colours of the bigtop,carnival, amusement park-midway.Once i was on the bridge i was greeted instead by moonlight on still waters and the skyline of the city diminuitively reduced to scale on a plywood board, ready for display.The outline of the cit y floated across in,of all shades,autumnal colours of yellow and orange. Our height did not make them that way, it allowed me to see them that way as the houses, ships and lights below took on a bathtub,toylike countenance. The height sillouetted by the sky and underscored by the sea allowed me to place it within a gigantic midway,rather than myself as a stickfigure man within the reality of the cities overwhelming back buildings.

Two months before i had climbed the oakland bay bridge and for the first time the metaphor had become real.The bridge was obviously a jungle jim made to climb rather than drive over, the cars just using it in between times. The girders were so huge that you could climb inside them like chimps,risking nothing but a strained heart from the excitement. It was then that i was first struck with the feeling that we were here to play,if nothing else, here to play with the world and other people.

Before that i visited a ghost town in central california and it became the spook house of a long bankrupt carnival,disappearing into a marshy bog AT the same pace it was swallowed up by the past.As i walked along the tracks at night that led to the town,unsure if i was going the right way,a bouncing yellow light appeared behind and we waited for the predictable "hey you kids,get out of here!" only to have it explode instead in to a supernaturally silent coal black train screaming into the night ahead,shaking the ground in great heaps and gulps of air as it roared past.

My mind elongated with it, as it did as a small child in front of the tv,when Daffy Duck sold Elmer Fudd a new house and then turning to leave, opened the front door and let a train rush straight at the camera,straight at Elmer,straight at me,right thru his living room and mine,my childs mind simply gasping at the possibility.

Other possibilities are becoming much more apparent. The world is becoming a total play environment and i am becoming something else entirely.The future is no longer on a circuit like the news, entertainment something an entrepeneur plans as i expectantly read the notices in the bleached parchments on the corner stands.It is an imagination away.

NOV 12 SAT TWENTY FOUR HOUR AMUSEMENT PARK Drivers 5:30pm Departure 6pm SHARP.

451 JUDAH @ 10th ave
A non-stop,whirlwind,kick out the jams assault on our own sensory limits, concepts of time,sensations of self as we explore conceptually,viscerally and emotionally a carnival cosmology. The object of this event is to feel the world as a midway and yourself a s a overwhelmed participant on your first carnival ride.

I've felt this way the night the club was "born" when 20ft waves washed over us at Ft Point,the last weekend in Feb when we had dinner on the GG Bridge Fri,the Treasure Hunt on Sat and collapsed into North By Northwest on Sunday at the Fantasy Film Society.

This is a conscious attempt to alter our metabolism,sense of awareness,consciousness, cocks,cunts and eeeeuuuuyyyyeeballlss. For those of you that remember "weekend in Hell", this is its oppossite.Unless you come at 9:30 am the next morning(Sun)I ask that you join us for the entire sequence of events. "Your Responsibilities" are listed at th e end of the Sat night events(consider it one event) and at the end of Sunday's. Items repeated in these lists mean you must provide them for yourself twice.

CARNIVAL THRU NATURE: THE SUNSET SEEN AS A MIDWAY FROM FIVE BLOCKS AWAY

I.)Walking around the Cliff House :Several times a year the ocean drops just enough, for a few hours,to attempt to walk around it from the seaward side. tonight is one of those ,with the ocean dropping eight feet in six hours time from 6.6 ft above sea level to-1.7 ft below sea level at 6:20pm.We will be able to explore anableaux very uncommon to San Franciscans,the cliff house from beneath and behind with strange rock like conglomerations,a cave that caved in and the remains that remain ,the ocean rushing towards us in a fury that itssexhas been uncovered,the sunset behind and the unknowingly precarious tourists,gulping down a meal that could fall into the sea at any moment,with their mouths still around it.

CARNIVAL THRU SUPERSTRUCTURE:THE CITY AS A DESERTED AMUSEMENT PARK LEFT UNATTENDED FOR THE NIGHT

II.) Dinner at an Undisclosed Location,no climbing equipment necessary.

CARNIVAL SUPPLIED BY OTHERS:ENTERTAINMENT AS A DIVERSION ON OUR WAY TO THE GRAVE

III.)The Rocky Horror Picture Show Made Plain & Ordinary by the SF Suicide Club

CARNIVAL THRU DREAMS: SLEEP AS THE NEXT CLOSEST THING TO SEX

IV.) From 3am to 9am we'll camp out in my living room,snuggled up,or more,or less and be woken up in the morning by people pounding on the door for the next adventure

YOUR RESPONSIBILITIES:Dinner for 5(IMPORTANT),flashlight,change of clothes,$2.50,sleazy costu

SUNDAY NOV 13 CARNIVAL THRU INTENT: RETURN TO THE UNKNOWN Drivers 9:00am Departur 9:30AM

1323 11th ave @Irving
RETURN TO THE UNKNOWN:To new members-there is one event each month,like the initiation, that people come to without an explicit contract as to what will and will not take place. Sometimes you are told what it is at the departure point,sometimes not.You are told before it is unescapable though, and you can watch the rest of the group kill themselves instead. This one involves the survivors of Enter the Unknown #3 takingthose that didnt attend back again.

To old members: My intention with these is too allow people to confront themselves thru the mysterious,without the preconceptions and expectations that accompany us everywhere we go and "slaughter our experiences." People will be asking you questions to allay their fears about the things they aren't willing to risk.If you answer them it will destroy the experience i want to provide and the concept i want to explore.....so.....Dont Answer! Common questions are: Does it involve nudity...Will I be arrested...When will i get back ...will i have a good time...etc.It may even involve " I wont go unlessyou tell me. "Even a response like "you'll love it." implies it is frivolous. No hints or reassurance.
YOUR RESPONSIBILITIES: 1) $3 in one dollar bills and $1 in change. 2) change of clothes 3) a Potluck lunch 4) You will be blindfolded at some point

GARY WARNE

(11)

ORGANIZING CHAOS: THE TECHNIQUES OF RATIONAL SUICIDE

SAN FRANCISCO

It's amazing how the same problems appear again and again during events. Like history, we never seem to learn. Despite it all, some improvements have been made. For example, there are periodic attempts to pass feedback after the fact to organizers of events. There was even a one page form listing considerations to be taken into account in planning events. Unfortunately, there has been no attempt to update this information in any comprehensive form since that time. This essay attempts to accomplish this goal in as short a space as possible. The intial motivation for this project comes from Gary, who asked me recently to list all the points I could think of that should be included in a newsletter write up of an event. Organizing problems were inevitably intermingled with these items, but were too lengthy and too complex to be presented in that format. Therefore, the following is presented to organizers of events as a sort of mini-manual of necessary items to consider when planning a Suicide Club event.

The most pervasive problem is that, more often than not, an event hasn't been fully planned out. Some contingincies are covered while others have been left to chance. While there is no full proof solution to this difficulty, use of a simple technique derived from experimental methodology will help minimize the effects of individual planning errors. Once you've thought through the organization of an event, including the details, write the entire Ship of Fools down and present it to a trustworthy friend or accomplice who knows nothing about it until you've brought it to his attention. Things that seem perfectly obvious to you may prove to be totally lacking in any discernable sense to someone else. Since he'll be looking at it with relatively unbiased eyesight, not having known anything about it until you tell him, he'll be in a better position than you to see problems with it. In addition, a closely related problem to planning is time. If you're feeling rushed and pressured by the requirements of organizing your event, you've probably not allocated enough time to plan it thoroughly. An especially useful idea is to allow enough planning time to simply let the idea simmer a week or two in your mind without doing anything else about it to make sure that all the possible contingencies have been thought of.

It is imperative that participants know ahead of time what to bring and how to bring it (e.g. in a knapsack to keep their hands free, a paper bag, or whatever). Possible materials include money, clothing (old clothes you don't care about, change of clothes, layered clothes, warm clothes, underwear, socks and shoes included), flashlights, gloves, towels, paper, pens, I.D., instruments, or more specialized items such as blindfolds, cream pies, or water balloons.

Equipment has always been a problem in the Suicide Club. We don't have much and we're all pretty poor. Therefore, it's important that when equipment is used, it is done by people trained to use it. Two past situations will illustrate this. During the canoe trip beneath the wharves, two canoes were damaged, the result of ignorance on everyone's part about the limitations of fiberglass coming into contact with barnacles. Unfortunately, some of the participants refused to share in the cost of repairs, leaving the organizers stuck with their share of the bill. In <u>An Evening Of Miracles</u>, someone volunteered to steer a raft in San Francisco Bay and immediatly afterwords whispered a request to someone else for help since "I don't have much experience with rafts."!!! When using any sort of specialized equipment, there should be someone along who knows what they're doing with it. Furthermore, it should be decided before the event who will be responsible for the cost of repairing or replacing damaged or broken equipment. If these conditions can't be met, then you should consider not doing the event until they can.

The number of SNAFUs that occur during events is legendary. To prevent, or at least minimize, these problems, all events should be scouted out ahead of time under the same conditions that participants will experience. For example, an event scheduled outdoors during a moonless night should be scouted outdoors during a moonless night. All things

PENALTY FOR PRIVATE USE, $300

planned for the event should actually happen during the scouting. Equipment to be used during the event should be used during the scouting. The entire route planned for the event should be traveled during the scouting. Otherwise, you too may end up walking through waste deep sewer water in San Jose at one in the morning because the only other exit is three miles back the way you came. Moreover, the prerequisites for people attending the event should be clearly understood. For example, if your event involves climbing that requires a certain degree of physical strength and agility, this will preclude some people from participating.

"Danger is an ever present part of many, but not all, Suicide Club events." states a handout about the club. Safety has been largely ignored or given insufficient consideration in many past events. So far we've been astonishingly fortunate as far as injuries go. Temporary nerve damage to a leg, a broken wrist, and a fall down a hollow girder have been the worst to happen. However, many risks are reducible. For example, a safety rope attached to all members during a climbing event could prevent a death. In any case, if your event presents a risk of physical injury, there should be someone along who has the training and the equipment to deal with this eventuality. Therefore, a climbing event would include someone trained and equipped as an emergency medical technician or, as the bare bottom line, a person who's taken advanced first aid several times. As far as I know, there are only three of the former in the Suicide Club, one of whom never comes on events. If you can't provide for the total safety of the participants in your event, you might consider scratching it. Adequate planning and scouting can also significantly reduce hazards. For example, it wasn't discovered until the day after the sewer exploration in San Jose that the sewer also doubles as a spillway for a dam?!! All it would have taken was a phone call or two to find this out.

Legal dangers are not to be dismissed lightly. How arrestable is your event? Should non-members be allowed to participate? Should minors? What would be the consequences of apprehension? What court would have jurisdiction? What would the penalties be? A cover story, if needed, should be arranged and agreed upon ahead of time by everyone. Remember that the best story is the one the closest to the truth. There should be an understood procedure for everyone to follow in the event of legal difficulties, such as a designated spokesman, and a list of names, addresses and phone numbers compiled before the event begins to faciliatate legal communications later.

Environmental considerations should be taken into account before an event is finalized. For example, if your event involves boating of any sort, you may wish to know what the tides are doing when you're going to be on the water. Weather should also be planned for when possible. Of course, there are some events that permit only a limited amount of scouting. If this is the case, it should be understood by participants prior to departure time. I'm as eager to enter the unknown as the next person, but I would like to know what isn't known before I do it.

Decision making in the Suicide Club has, thank God, been kept to a bare minimum by the club's non-organizational nature. There is no way to make a club decision because there are no club meetings. This is the most revolutionary advance in group process since Carl Rogers invented T-Groups. Decision model preferences in the club seem to be polarized around two techniques. One is to let everyone sit around and talk an issue to death, thereby detracting from whatever activity is to be presented. The other is for one or several people to tell everyone else what to do, also detracting from whatever activity is being presented. Both work equally well in some situations and not so well in others. I can't think of a solution other than deciding which model you prefer ahead of time and noting it in the write up so that those who can't tolerate your model can stay away. In any case, it should be clearly stated at some point before the event begins how decisions are being made and who is making them. Thus, situations will be avoided such as the one that transpired in Suisun Bay when an argument started over how to best steer a raft when the raft was already in a potentially dangerous

situation that stopping to argue would have made more so.

The above are the most important items to consider when organizing an event. There are also some miscellania presented below that will make your life easier, along with that of any unwitting participant with you.

Departure times should be strictly observed to avoiding waiting. One purpose of a scouting is to minimize waiting times during the event, too. A sure fire cold shower is alot of waiting time in the middle of the action.

Another often recurring problem is keeping your group together, if this is necessary. So far, buddy systems, rules, and admonishments haven't worked too well. It is impo important to know how many people you started with so that periodoc body counts will tell you if anyone is missing. Maybe you need to tie people together?

If your event involves more than one organizer or helper, they should all have scouted out the event with you and they should have practiced their roles as per the scouting instructions previously mentioned. It generally doesn't work to take a participant five minutes before an event is supposed to begin and explain how he is going to help you, especially if he's in unfamiliar surroundings.

A frequently neglected but important point is to remember to bring garbage bags with which to carry away refuse your event has created. On events that require I.D., the more you can demonstrate your intentions to respect the environment your using, the less likely it is that serious consequences will ensue.

As events become more complicated, especially those involving games, so do their rules increase in density in proportion to their number. If there are rules in an event, and if there are more than two or three of them, past experience indicates that presenting them to the participants in written form for memorization before the day of the event will prevent alot lot of misunderstandings. All it takes is a single argument over a badly understood rule to ruin a game. Of course, all rules should be explicitly stated. It is unwise to assume that some rules will be implicitly understood by all participants.

An often encountered difficulty is people who want to leave in the middle of an event. This is a problem in some cases and not in others. Your requirements on this point should be understood by everyone before you depart.

If maps or directions are needed, they should be drawn or written during the scouting, not before or after, and certainly not without scouting out the route to insure accuracy. People getting lost has screwed up a phenomenal number of events in the past.

Finally, transportation should be arranged ahead of time whenever possible to prevent people from being left behind, and also to avoid the frustrating delays of having to ferry groups of people back and forth from departure point to destination because of a lack of enough vehicles to do it all at one time.

Peter Field

for aug newsletter

A PLEA FOR PARTIAL CHAOS

XI

A blow against the cult of personality-i couldnt agree more.Chaos & cacophony you bet! As satisfying?Not so sure .

Living in another world besides fantasy & catharsis some of the time-it is more & more difficult to respond to the increase of anonymous events. Some of u besides whoever you are dont have as much free time from reality to "take off" to attend some of these events.There are practical decisons involved in even impractical choices.It is a decision to attend an event and who is doing it is as important as what it is.Do I think they can do it? Do i care if they do it? Can i support them because of who they are? A full evening of physcial exertion and the day to follow is another decision. Decisons,decision,decisionsand all about fun too. Hey,how about this-if you feel so all fired mysterious why dont you just list the thing without saying EITHER what is is or who it is and we'll climb into the carvern of the unknown if we feel like it.

Lets face it-after a while some of us have pretty much pegged who we think are the machos,the sex maniacs and the incompetents and we'd like to live with our values.

Also Sat July 1st left much to be desired. People listed an event for Barbar Vince called THE BLACK MASS and cleverly,trickster like i admit, left her holdi the bag on an event at her home about which she possessed no information.

Look guys-how some of us spend Sat nights is important to us and particularly unfair for those that did it not to show up to enjoy the chaos,slow burns and alternatives.

And all the secrecy at the midnight carnival when 20 people were helping pull it off-in another country that kind of secrecy would get you bumped off

Anonymous(na-na)

HI JOYCE HI KATHY

Dear World;
Does anyone care whats happening to the Suicide Club treasury? Well, you will be all paying $3 in a sealed envelope-with your name, address and phone# in it. You can either mail paper currency to SFSC POBox 7734, S.F.,CA. 94120, or give it to me at an event. No checks will be accepted. These moneys should last for six months or so, If you do not pay, you will recieve septembers' nooseltter, but none after that.
Barbara Vince, that Princess of Darkness, will soon be taking over these duties. We will be sharing them for August, then its' all hers. She will do it until Dec. 78. UNCLE DEATH NEEDS YOU! to be treasurer in the New Year! Think about it.

DANIEL . SPERO

SPECIAL THANKS TO NINA AND UPSHOT

A WALK WITH GHOSTS & GUMSHOES Don Herron
Sun Oct 29 meet at noon on the stairs of the main branch of the public library on Larkin St.

Once more, a Fritz Leiber & Dashiell Hammett tour. See where Hammett lived & wrote in the hardboiled Frisco of the '20s. Shadow Sam Spade's movements through that classic mystery of THE MALTESE FALCON. Discover an unsuspected spectral San Francisco, haunted by hosts of paramental entities, feasting on the concrete corpses of the skyscrapers & the fears of Franz Westen, as chronicled in the Fritz Leiber novel OUR LADY OF DARKNESS. For a greater appreciation of the tour I suggest that you read both FALCON (available in many editions, often found in used bookstores) & OUR LADY (on the stands in a Berkeley paperback edition). Comfortable shoes are a must. Garlic, gats, stakes & snapbrims are optional.

AN ALL WOMEN'S SUICIDE CLUB EVENT Sheila (648-4451) & Saffron (626-7449)
Sun Oct 29 6:30pm sharp, meet outside the Arboretum at 9th & Lincoln. Event to be over by 11pm except for the diehards.

We have a beautiful place in mind wherein we can climb, balance, explore, dance & live to tell the tale. There are our own limits to confront & our own magic to create & experience. I also want to share some feelings & experiences we've been having with the SFSC. Most of all I want us to have fun & to get to know each other better. Wear warm dark layered clothes. Bring flashlights, dart guns, candles, gloves & hats (optional) & a potluck dinner. Wear good shoes. Think of things you would like to experience.

UNDATED EVENTS

SWIMMING FOR THE FEARFUL Barbara Vince 431-2558 (7-10pm ONLY)
(or those who don't know how)
I've decided to start teaching swimming again & I'm offering my services to anyone who wishes to learn. We will be using the pool across the street from where I work (at UCSF 400 Parnassus). You will need a bathing suit, towel & $1 pool fee. Call me to arrange times.

RUNEQUEST! R.H. Pepper 664-0365
It's like this, Krewlore the Mighty & I (my name's Dexter el Dexterioso, by the way, & a nimbler fellow you'll never hope to meet) met up with Longarms the Rune Priest & his, ah, associate, the lovely Amazonian Mithraine at the Tavern of the Flaming Dancers at twelve bells. This was in Cliffhome, by the way, on the cliffs above the Vale of Flowers. Anyway, this wiz Longarms was looking for a pair of thieves to put the snatch on a magical volume of his that got lifted by his rival Crazhnor. Krewlore & I agreed, being short of funds & evading the Cliffhome constabulary for brawling in the Boar's Head Tavern that afternoon but anyway that's another story. Longarms gave us a couple of magic potions & teleported us outside of Castle Crazhor where we took out the bridge guards & went inside, negotiated the Room of Mirrors, climbed the spiral stairway & freed Alvino the Elf who had been imprisoned by Crazhnor, made friends with some sentient balloons, battled some trollkin & then ambushed an invisible Dark Troll who was (luckily for us) sleeping at his post. So we got inside & got the Book (after dealing with that damned monkey!) & teleported back to Longarms in Cliffhome. What an adventure!
RUNEQUEST is a game, the above being what Colette, Sandy Hatch & I did one afternoon. It's difficult to explain about it, so if you're interested in Swords&Sorcery, magicians & elves give one of us a call & we'll play together. We're also thinking of expanding this to a live-action game in the near future. It's lots of fun (it's lots of fun), so get in touch....

THE BRIDGE CLUB J.Q.W. 918 Stanyan 94117
As you might suspect, this has nothing to do with cards, & everything to do with climbing. For quite some time now small groups of us have been going out, late at night, to scale

bridges. Is it fun? You bet! Is it dangerous? A little. Could I do it? Probably. In reality the bridge climbs are only slightly more difficult than climbing a rope or a ladder. I personally was terrified on my first climb over a year ago, but now, seven bridges later, I almost feel comfortable clinging to the girders. You probably would too. Of course, due to the logistical problems of taking large numbers of people on these climbs, it's unlikely that they'll ever be offered in the newsletter. 5 or 6 participants seems to be the optimum number, & this is one event where complete, absolute cooperation is a necessity. However, I'd like people outside my circle of friends to have a chance to participate, & so I'm creating the Bridge Club. This will allow me to know who is interested in making the bridge ascents so they can be contacted when these generally impromtu climbs take place. The idea is to take new people up the bridges. After one, or possibly two ascents, they should then be able to lead others. Eventually, everyone interested will have climbed & hopefully, learned enough to assist newcomers. It will work this way: Everyone interested will mail me their name, address, ph# & the hours they are usually available for this sort of thing, along with a stamped, self-addressed envelope (very important!). I will then compile this information into a contact sheet, & mail it back to every member. Then, when someone decides they would like to lead a bridge climb, they can simply contact people from the list to recruit participants.

Hopefully, we can give people who haven't climbed a chance to do so, & people who wish to climb more often an opportunity to build up their climbing confidence. With enough people, we could have climbs going quite frequently! The climbs require: sturdy boots or shoes with heels & good grip (if you don't have them, get them), a flashlight attached to you so it can't fall off & hit someone below, non-cumbersome clothing (if you dress too warmly, you'll be hot & sweaty going up). Anyone participating in a climb must be aware of any legal implications & must be prepared to follow explicitly the directions of the climb leader regarding safety, visibility, &c. To participate, send your 1)name, 2) address, 3) phone #, 4)available hours & days, 5) # of climbs you've already made & 6)vehicles you have access to, plus 7)a stamped, self-addressed envelope to Jayson 918 Stanyan Sf 94117.

SUICIDE NOTES

A Cautionary Note for Would-Be Suicides

When I was editor last mailing I learned of a law that we in the SFSC largely have been unaware of until recently. It is a simple yet interesting law, & dictates that "conspiracy to commit a misdemeanor is a felony". I realize, of course, that no one in the SFSC ever would think twice about violating a legal ordinance - such illegal activities are best left to juvenile deliquents & other people who are competent in that field. Although none of us would conspire knowingly to commit a misdemeanor, I thought nevertheless that a word of caution to the wise was in order. Say, for example, that you want to impress your friends in the SFSC by mentioning in your write-up for an event that it is "arrestable". You may be going just for a casual night-time stroll around Hunters Point, but your sense of adventure demands that you imply a possibility of arrest where none exists, to heighten the feeling of danger. Do you realize, then, that when you put the word "arrestable" in your write-up you are giving printed evidence that could lead to a felony charge for conspiracy? It is dreadful to contemplate, especially for such fun-loving harmless people as we! Or perhaps you state in your write-up that you will walk to the top of Strawberry Hill at midnight. It is not permitted that people should walk in Golden Gate Park after 10pm, so technically you might be considered as trespassers. If our noble sentinels of the law came into possession of the Nooseletter (a jolly term!), as they did do recently, in fact, then they could meet you there & arrest you. Ghastly possibility, isn't it? Therefore I suggest most strongly that we quit funning around - quit kidding ourselves, let us face it - that we are playing with illegality. None of us would sponsor an "arrestable" event. None of us would say we're going to trespass on Strawberry Hill at midnight so the cops could find us there if they get a copy of the Nooseletter. We can think of other ways to write up events so that we may all have fun. And if - a last word - you see in the Nooseletter that some events say I.D.REQUIRED, I'm sure you know what that means (and if you don't know what that means, you had better ask someone). - Don Herron

NOT A REAL ARREST.

CRITIQUE OF ENTER THE UNKNOWN/GIANT WATERSLIDE EVENT

The recurring conflict seems to be in differing views of what a leader is for & what I

as an individual am getting out of being a leader. My outlook is simple & possibly misunderstood. A leader is someone who possesses more information than the people responding to his/her event & EVERYONE in attendance is made "equal", equally participating & equally responsible by DISEMINATING THAT INFORMATION. We all then become indiv ual agents, groups, &c (excluding dangerous & commando-type events in which a leader retains control to the end). I am then a player - just plain folks. There are 3 obstacl to this ideal: 1)organizing an event poorly (by leaving out info, &c) which retains me the leader (bungler), 2)the respondents' refusal to listen & therefore know which directions to follow, 3)the psychological refusal to be without a leader no matter how well organized & informative I am in the beginning. This is, of course, what education, business & politics is all about - hierarchies, leaders, experts, cult heroes, &c. The structure of the SC as I see it is to simplify complex events thru authoritarian leadership until individual initiative can replace the monarchist at whatever point it is safe & non-complex to do so. Then everyone is again a player including the leader. I don't see organizers talking to hear themselves talk or into uninterrupted & lifelong power/didacticism & soliloquy. I see most people as leaders simply telling us what we need to know & those that refuse to listen are insisting on retaining the leader whethe the leader wants to continue in that role or not. Here's what's next for me: 1)All gatherings at my home will take place outside my house on the sidewalk. This will eliminate roundingup sequestered conversationalists from all corners of the house as wel as leave no one inside to answer phone calls which are begging me to wait on late arriva 2) We'll leave immediately at the time indicated & go to another site on ALL my events so no one can come in late on my directions & equipment checks. 3) I will entertain no questions until you find out the initial information. 4) I will print much fuller direc ions, descriptions of agenda, & copies will be given to everyone, driver & riders alike. 5) I will no longer answer questions I have already given the info for. I will tell you to find someone that wasn't talking or making out & ask them. This could take you awhil 6) Don't necessarily expect me to organize homecoming too. Go by this handy rule-of-th leave with as many people as you came with, they don't have to be the same people, just the same number of people. 7) If you are confused by something, ask me when the info session is finished or I'll have to assume you weren't listening. I'll say "Any questio & then take yours. On the way home from the waterslide event Elaine, Peter & I hypothecized the possible process by which info was & was not received. This is how we figu it - The more frightening the event, the more attentively people listen. The more seemi ly frivolous or fun, the less people hear. It goes downhill like this: 1)Some listen & are confused 2)some listen as they socialize & wax amorous 3)some listen & deselect the things that don't seem important 4)the confused expect others to explain things to the 5) the talkers could explain it but they didn't hear it 6)the deselectors could explai if they'd only known the topic was important when they tuned it out; they realize they don't know as they discover why it was important (later...). If this is you, shut up, listen, socialize later (think of the extra suspense & anticipation due to self-discipline),ask about what you don't understand during the question session & call me on things that are important which I didn't think of. Otherwise, "talking to me is jus like talking to you" (Dylan) - in other words, I don't know a thing.

- Gary Warne Sun night Aug 27

SFSC
P.O. Box 7734
SF, CA 94120

first class mail

NOTES ON AVOIDING PUBLICITY AND TELLING OUR OWN STORIES

I've long been opposed to any sort of press publicity for the Suicide Club. My feeling is that press coverage of our activities would compromise the nature of the club, and possibly endanger us on future events. Dealing with the press is a very uncontrolable situation in that someone is writing their subjective impressions of what we are, but presenting them in an objective context of "fact". Those subjective impressions are also subject to the editorial whims of editors and publishers, who are far removed from the subject matter (us) and whose chief concern is packaging a salable newspaper or magazine. A sympathetic reporter can have his story butchered by an indifferent editor, and a wise and caring editor can have his work mangled by an uncaring publisher (as in the case of Kathy Hearty's Summer of Love Reenactment, the story of which was accepted by the editor of High Times, then pulled by the publisher who felt it was "too much a parody of our culture"-an example of how the press rearranges or even denies news of something that doesn't fit in with their conception of reality).

Having dealt with the press from both angles--as a journalist and as someone being written about--I can say empjatically that it is a very risky business. The chief objective, from an editorial standpoint, is not to present an accurate or discerning picture, but to create a saleable product. Check the headlines on our daily newspapers or the covers of various popular magazines and you'll see what I mean. The chances are that the activities of the Suicide Club would be sensationalized. A writer or reporter would probably findour anarchistic, leaderless structure hard to write about, and would single out one or two "representative" leaders whose quotes and ideas would speak for the club. This is not the way it is, and I'd hate to see things presented this way.

I don't think anyone can get a true sense of what the Suicide Club is about without going on at least half a dozen events run by different people, andbecause we are so open and constantly changing, even that isn't enough. People join, people leave, perceptions change with experiences, and this all must be viewed in a long, broad context, which a writer certainly won't get by coming on even four or five events.

Publicity may also change the context of our adventures, since one story would invariably lead to another, and having a reporter and photographer in tow can make us more aware of "being recorder" than in simply having the experience for the sake of experience itself. It is a peporter's job to invade people's privacy--even to the extent of knocking on the door of a family whose children have just perished in a terrible accident and asking for reactions, then printing them the next morning on page one, complete with grieving photos--and allowing ourselves to be written about will be opening the door to such an invasion.

My fears about this kind of invasion, and the changes it could have on the club, have been important factors in my decision not to write about the club (beyond a short, difficult-to-write and regrettable article I did for the Berkeley Barb many months ago).

Personally, as a writer and journalist, I want very much to write about the Suicide Club, because I have a detailed knowledge of it and because even if I weren't a member, its the kind of story I'd naturally be drawn to. But as a member of the club I'm more concerned about its continued existance, and the experiences I have in it are immensely valuable on their own, without being written about in a pseudo-objective way. The things I learn and experience on Suicide Club events are more important than any kind of article I could create from them, and I would not want to jeopardize my ability to continue having them.

There is also the problem of the law, which could become considerable if knowledge of our activities becomes widespread. We have been arrested once, and the adds are we'll be arresyed again. If the judge and prosecutor know who we are because we've been written about in Herb Caen or California Living or Playboy, if they know that we routinely do dangerous and illegal things like climbing bridges and entering abandoned buildings, then they'll be forced to deal with us more harshly. The possibility of heavy fines or a jail sentence (to say nothing of legal fees) for even the slightest infraction could severely hamper our activities. The criminal justice system is an archaic, impersonal machine that runs on influence and money, which we have none of, and most judges will not let you off just because you're having fun.

Lastly, there is the pretense of an outsider coming into an alien situation, observing it for awhile, then going off to write an alledgedly objective account of that particular reality. I think there are as many different perceptions of the Suicide Club as there are members, and no single person could speak for us all--but that is what a journalist would try to do. We can, however, speak for ourselves, in a subjective, personalized way, and perhaps its about time we did. Therefore, I propose....

THE SUICIDE CLUB JOURNAL

We rarely get a chance to talk, at length, about events, because at their conclusion we're too tired, dirty or thorougly awed for much conversation. But alot of us, I'm sure, have very strong impressions and emotional reactions which would be fascinating to exchange. We're also a year old now, and that's some kind of marker, I guess. There are lots of new members who only hear about past adventures by word of mouth, and undoubtedly want to hear more. I therefore plan to compile and publish a history, journal, yearbook,,whatever you wish to call it, of the Suicide Club, written entirely by its members. This will tell the story that journalists might tell, but from a highly personal viewpoint. I'd like members past and present to write their accounts of adventures, events, experiences, personal revelations and changes, etc. that they wish to share. You can use any style or technique you wish, but it should, above all, communicate effectively to people who were not there what went on. It should be an accurate portrayal from your standpoint. I don't expect you to speak for anyone else, or to present any kind of absolute "fact ; You are writing only what one person saw, felt and experienced. I'd like as many different accounts from as many people as possible. I'd also like to borrow any available photographs, notes, memorabilia, etc. for illustration. Written submissions should be typed, triple-spaced, with wide margins. Anyone with questions or wishing to discuss this project is welcome to call me.

JAYSON WECHTER 665-7644

Canoeing through the slimy wharves... continued:

exactly what we would be using the canoes for, how many people would be in them how long we would have them, etc. Yes, folks, we told them all the gory details, how we would be canoeing in between wooden and concrete pylons & pillars upon which extremely hard and sharp barnacles had benn collecting layer upon layer over since Fatty Arbuckle had pissed off the Hyde Street Pier, and before! We told them how none of us knew how to canoe, and we told them we were the Suicide Club, and to top that off, we had the very same route canoed befor with O.U. (aluminum canoes). But alas, the canoes were wrecked anyhow. O.U. has notified us as of yesterday (19th Oct.) that it would cost $100 smackers to repair fore-mentioned canoes. We agreed to pay. Gary and I have scrounged $50 a piece and by the time you have read this will have paid for damages. Ah, here comes the clincher, you tell youself; this jerk wants our money. Well, you assume right, sort of. I assume all responsibility for damages, because it was my event, and and although no one knew, or even had the slightest idea that theccanoes would be damaged inany way, Ibelieve that I am responsible, because of my leadership in this event. But, I thought it would be a nic gesture for anyone who was on the event to chipin an additional $4.40 if you are so inclined. There will be no hard feeling from me if no one pays, because there was no prior knowledge that such an expense would occur. (The Max Factor 26 knew that there was a possibility of arrest, and subsequent fines). Thanks for giving the time to read this note. JOHN LAW

P.S. Idisagreewith John..though the damages were no one's fauly, Ithink everyone should pay the money split evenly. Also, the damages were done to the sides of the two canoes, not the bottons, so it wasn't because some canoes went under that one building when the others didn't. GARY WARNE

POST SCRIPT TO KATHY:
It is very helpful when planning an event to show the results to another person to get feedback about possible problems in the implementation. Let's face it: one person often can't think of all the hitches by himself. PTER FIELD

POST SCRIPT TO JOHN & GARY:
I think that everone in the club should go on events assuming that if there are unforseen expenses, they will be shared by everyone who participates. In fact, that's the way it will be at my events. PTER FIELD

NOTE: EVENTS FOR THE DECEMBER NEWSLETTER ARE DUE BY SUNDAY, NOV. 27 AT THE LAST FILM OF OUR SERIES: GULLIVERS TRAVELS - AT 451 JUDAH AT 6:30 or 9:30; OR MAY BE GIVEN BEFOREHAND TO JOYCE CARR, 318 CORDOVA, SF, Ca. 94112 or call: 587-2244. SHE IS THE DECEMBER NEWSLETTER EDITOR . ss

5/10/82

To SFSC members,

The Suicide Club as it once was no longer exists. The original intent of SFSC was to create situations where members would experience things they hadn't experienced before; to allow members to create a fantasy with the help of from five to fifty others. Anyone could create an event; everyone was encouraged to. Limits of all kinds were tested: creative absurdity--clown parades, pie fights, staged street theatre; explorations:of old abandoned buildings, brewerys, sewers, ships; and literal physical danger. Participation--whether in creating an event, or helping someone else create one by participating, was what made it work. Whether something was "fun" or "entertaining" was not the issue, but rather how far you were willing to expand yourself in one sense or another.

This is no longer the case. Over the past several months, events and their creation have been left to a small core of people, most of whom have been all but exhausted by the effort. Events are increasingly gauged by their ability to entertain. The majority of members appear to be exeedingly voyeuristic at best, appearing mostly for an event that is "fun", quite safe, and not very messy.

The heart has , however slowly, been cut, drawn and quartered out of the Suicide Club. It's time to give the Suicide Club a decent suicide and a proper burial.

THEREFORE: Since SFSC has no leaders and no methods for making decisions, I propose a meeting/breakfast at my house on Sunday, May 16, at 11:00 am, to debate/propose/celebrate/weep over the end of the Suicide Club. Bring breakfast.

AS AN ALTERNATIVE to what we have now, I suggest this: that one person(most likely me) be in charge of the mailing list, which is kept updated. Anyone(barring sex offenders and gangsters) can have access to it, and anyone who wants to can have their name put on the list. (If you don't come to events, don't count on being sent anything, toots). There would be no charge for anything, and event-leaders could recoup their mailing costs by collecting at the event.

THERE HAS BEEN TALK of a final, big-bash suicide event. Interested parties should speak with other interested parties.

FINALLY, for those of you who were wondering, there were no events submitted this month. This will probably be the last cummunique of the San Francisco Suicide Club.

See you on Sunday.

Jean Moshofsky, Treasurer
180 - Ninth Avenue
SF 751-3570

P.S. There's no money left in the treasury, so please don't ask for any unless

A NIGHT IN SHERWOOD FOREST

Saturday, March 14, 6:30 PM SHARP (we'll be going to another site)

7th Ave. & Lincoln (baseball Field), ^F

Through the forests and glens of 13th century Britain, intrepid bands of dedicated swordspeople vie with each other for the honour and glory of Mother England.

King Richard, long thought to be dead or captive of a powerful Caliph of Islam, has, in fact, returned from the crucades to find his throne usurped by his treacherous, evil brother Prince John.

During Richard's absence and due to the excessive taxation and heinous repression by Prince John and his chief lieutenant, the Sherriff of Nottingham, the peasantry has rallied about a courageous, mysterious brigand: Robin Hood.

With the support of the nobility, militia, and Prince John's Palace Guard, the Sherriff, a calculating, brilliantly cruel and dangerous foe has been hunting Robin and his merry folk through the tangled mazes and wooded labyrinths of Sherwood Forest. . . . . .

This event is the culmination and intermingling of long-term personal fantasies of the facilitators. It is a multi-level fantasy role-playing game, loosely based on legends and films that have inspired and nurtured us over the years. If you feel the same, we need your help and input.

There will be an optional pre-event meeting at 1320 7th Ave., Thursday, March 5th at 7:00pm.

This meeting is for those of you who wish to participate in the event on a more involved role-playing level. Those not attending this meeting will participate in the actual event no less fully than those with more developed roles.

On the night of the event, subsequent to the event discription and division of group allegiences, we will enjoy a private screening of the film version of "Robin Hood", featuring Errol Flynn and Basil Rathbone.

If you are one tenth as excited by this film as we are, the rest will be easy.

MANDATORY EVENT REQUIREMENTS:

1) Costume - Functional rather than overly elaborate or ornate. Costumes are easy! No $30 rental fee is necessary. Stuff lying around the house: tacky costume jewelry, colorful rags for bandanas and swashes... call us if you can't think of anything. Sturdy shoes and unencumbering costumes for easy movement through woods at night.

2) $3.00 material fee - will help pay for film rental and various physical accoutrements.

3) I.D. I.D. I.D.!! - there is a 10pm curfew in Sherwood Forest. We might exceed that. Possibility of legal repercussions if we run into authorities is very slight but nonetheless real.

4) NO DRUGS, ALCOHOL, OR ANY ILLEGAL SUBSTANCES!! - No Fooling

5) Members of the Press - are courteously requested to leave their pens and typewriters at home.

John Law--665-5329

Jayson Wechter--665-7644

Bob Campbell--664-0365

a performance piece/fantasy-role game

SETTING:

12th Century England. The land is dark and mist-shrouded, a cold island in the middle ages, ruled with absolute power by knights and nobels who gain their authority, and owe their allegiance to the King. Feudalism reigns, and all wealth takes the form of land, tilled by manor-bound serfs.

The reigning monarch is KING RICHARD II (The Lion-Hearted), a lusty and courageous warrior. But Richard's physical reign has been short. To help ease a rift with the all powerful (and still-Catholic) English Church, Richard has embarked on a Crusade to the Holy Land, accompanied by many loyal knights, which keeps him away from England for five years. To fund this expedition he was forced dig deep into the national treasury, and to sell sheriffdoms and other offices.

PRINCE JOHN, Richard's scheming brother, has taken advantage of Richard's absence to seize power in a corrupt and brutal fashion. Starting with the holders of offices sold by Richard, he has gathered a legion of knights, nobles and mercenaries who oppose Richard, and who have seized lands held by those who accompanied him on the Crusade. They have consolidated their power and grown wealthier as Richard's absence wore on.

Among these knights loyal to Price John are SIR GUY OF GHISBOURNE and THE SHERIFF OF NOTTINGHAM, both of whom have prospered greatly under Prince John. But their prosperity has come at the suffering of the people of Nottinghamshire, who have been overtaxed, overworked and murdered for any sign of opposition.

The one opponent Prince John's men have been unable to subdue is ROBIN HOOD , a nobleman loyal to King Richard who abandoned his land holdings to wage a hit-and-run battle against the oppression of Sir Guy and the Sheriff. Using Sherwood Forest as a base, Robin and his men---most of them knights out of favor with John's court, others courageous freepersons--have engaged the Sheriff's men in skirmishes, robbed from the wealthy, and hoped that someday they can topple Prince John.

THE GAME:

There shall be four teams, or factions, each one led by a knight or lord. All members of these teams are knights or freepersons who are bound, either by choice, or by obligation to their lord. They are bound, in the strongest sense of the codes of the day, to follow and remain loyal to their lords. To break this code would be a tremendous dishonor, and would make one an absolute outcast in every kingdom.

Likewise, the rules of combat are governed by an unbreakable code of honor, and to break it would be considered an act of great cowardice, punishable by irrevocable banishment.

Rules of Combat:

--only swords shall be used.
--combatants may not grapple, wrestle or grab their opponents.
--combat shall be on a one-to-one basis; however, two persons may fence with a single combatant if he chooses to take on both of them. That is, they may both commence a duel with him from one direction, until he "calls out" one of them for individual combat.
--combat must be face-to-face; no sneaking upon someone's back.
--one has triumphed in battle when he has grabbed the white cloth from his opponent's armband and pulled it free. He must then immediately return in to his opponent. He may not be attacked until he has done this.
--the loser of a battle shall hold his white cloth in his sword hand, place his sword under

his other arm, and walk away from the battle and towards his team's standard. He is considered wounded and incapcitated for the remainder of this battle, and may do nothing to aid his fellows. He may talk, however.

ROLES:

You shall, in essence, be travelling back in time to 12th Century England. None of the things, people or places you now know exist, and you must act and speak accordingly. Those who speak of strange and foreign things may be identified as spies, and put to death, or worse yet, as witches, and summarily burned at the stake. Beware!

SHERWOOD FOREST:

Sherwood Forest Is a dark and mysterious place, trecherous, full of unknown dangers. Your lords may know more of these dangers than you, and will seek to protect you from them. As you travel, you must obey their instructions, so as not to expose yourself to these dangers.

It is rumored, for instance, that victims of leprosy have taken refuge in the forest. You will recognize these lepers by their dress, which is very different from your own. If you see such persons, you must remain quiet and out of their sight, lest they discover you and infect you with their dread ailment. Should they spy you, your lord, being the bravest of all, shall approach them and bid they leave you alone.

It is also rumored that there are strange, magical beasts with burning yellow eyes, which move faster than a falcon can fly. Keep out of sight of these dread monsters.

Their are also friendly, or at least mischevious presences in Sherwood Forest, in the form of Druids and Healers. These beings travel unawmed, and to harm an unarmed man is, of course, a disgrace. Moreover, they may assist you. Be friebdly to them.

BATTLES :

You shall withdraw from a battle when you hear your team's herald sound the call. You shall then retreat to your team's standard (note--the standard bearer cannot be engaged in combat), to receive further instructions from your lord. At all times, you shall follow the commands of your lord in battle.

John Law
Jayson Wechter
Bob Campbell
R.H. Pepper

SIR GUY'S MEN

You are knights loyal to Sir Guy of Ghisbourne and the Sheriff of Nottingham, your benefactors and protectors. You retain your lands and privileges at their pleasure, and under them you have prospered. You are loyal also to Prince John, who has bestowed land and titles upon you, ~~and~~ As a member of the nobility, you know well the chaos attendant to the lack of a monarch. You support Prince John because you know that England needs a leader lest it be open to foreign attack, as it so often had been in the past.

INVASION OF THE BODYSNATCHERS - outline

First, I'd like to apologize for this late mailing. I lost a week, which brought me right up to the time to do the newsletter. The good news (?) is that this will be a long, fairly leisurely event, or perhaps not depending on the players.

A surprisingly large contingent of SFSC members have enlisted, including many who haven't been on too many events which, I feel, will make the game more challenging. Three persons will be the initial Pod Landing Party and, in the next six weeks, will attempt to increase their following.

These three Pods have been chosen at random. A notice to that effect will be found at the conclusion of this letter (remember the draft lottery?). I will hold one meeting with the Pods to standardize the do's and don'ts (unusually dangerous captures etc, I will permit usually dangerous maneuvers) and from there will turn the game over to these three. I will answer questions and settle disputes over the next two months, the one thing I will not do is divulge the names of the players to any but the Pods. You'll have allies... but you'll have to search them out yourselves, and even then you can't be entirely sure...

The character of the game is completely variable, depending on who the initial Pods are. Tactics and doctrine of, say, Dmitri, Henry & Jane Solis probably would differ from those of John Law, Jayson, & Pierre. There are over 20 players (not necessarily including the aforementioned) and the possible combinations are as fascinating as they are numerous.

The physical act of bodysnatching is simple and (at least in the beginning) will be extremely difficult to defend against. If two people, friends or strangers holding hands and bearing a scarf succeed in encircling you, each with a hand on the opposite end of the scarf, well, you've been podded. Thereafter, you'll be initiated into an alien society and given certain instructions as below.

As described, this would be a rather one sided game. In order that non-Pods have an opportunity to defend and possibly attack, the Pods will acquire certain characteristics over the next two months, by which the observant may guess their status and avoid being trapped with two of them.

These characteristics may take the form of any minor habits the original Pods care to acquire... chewing bubble gum, whistling Dixie, wearing safety pins through their noses etc. (probably won't go that far) As new Pods are recruited, they will in turn adopt these characteristics. Ultimately, a groupthink will emerge... remember the movie?... albiet one confined to trivialities. If someone you think you know gets into bowling or wearing Captain Marvel decoder rings, that information would probably fail to integrate itself within a process of any sort. But if ten people... then twenty...

Some of you probably have gotten the picture and some have not. I'll explain further to any of the latter.

In a week or two, a small number of players will receive a curious invitation. These fortunates are The Awakened. Why awakened? Because they know... it's a conspiracy½ (take That, jim garrison) How and what do they know?

At the initial meeting with the Pods, a number of clues will be prepared by mutual consent, consisting of some, but by no means all, of Pod philosophy, ethics and custom. This evidence will be accessible to the Awakened (at some risk, of course and, should they acquire it, they will be free to make their own converts.

What I'd like to attempt to do next, (assuming you're not a Pod) is to ask you to forget this game even exists, to erase everything you've read from your memory except rules, schedules etc. and attempt to transfer these to that category of mind we call the instinctual. The Pods, of course, know that the game is on at all levels. The Awakened will know enough to be able to warn others of the existance of the Pods, to explain, to debate. The rest should attempt to play the game the way they'd act if there was no game at all... to react to messages of impending doom in whatever manner you usually do. This concept is rather complicated, and I'll explain further to anyone who wishes.

If this is done effectively, the Awakened will find themselves in a peculiar state. They will be attempting to explain the existance of an irrational phenomenon in rational terms. Both the Pods and the Awakened will be after converts, but there is one essential difference: the Awakened proselytize through argument and evidence, the Pods by instantaneous revelation and uncritical belief in a supernatural order. The simultaneous existance of these different modes of persuasion and the effect of the disparity will constitute a major portion of the game.

"Snatches" will be rationed, approximately one a week until the conclusion of this game on... underline this date, folks... June 24 (against a most interesting background). At that time, the numbers of Pods and players should be close to equal. Other players will join us for that one-day event.

I have encountered concern over the amount of time/effort/expense involved. Obviously, the Pods will be the busiest players (they act, others react) and one's participation will be determined by the original three Pods. I'll veto anything that threatens to cost too much and, as a safety valve, this is one event you can opt out of at any time, even now. Just let me know & I'll cross your name off the list.

Pods will have the names and addresses of all players. Other players will not. Players can only discuss what they have seen or heard, second-hand, from the Awakened. The Awakened will not have a list of players. They may well waste time attempting to convert nonplayers. They may also attempt to convert Pods, however, this will operate to their extreme disadvantage, since it is in the interest of the Pods to pick off the Awakened as soon as possible.

An auxiliary event:

Separate and strictly voluntary. A potentiality I've noticed within the SFSC is that of taking a fictitious scenario (book, film etc) and ungluing it in midstream, leaving players/characters free to collide with one another in ways the original author could never have foreseen.

Anybody interested (especially Pods) is invited to keep a diary or journal or the next two months, recording their observations, thoughts about the game, accounts of encounters with either Pods or Awakened etc. Be sure to include the date. After the game, I'll arrange everyone's entries chronologically and provide copies for a nominal duplicating and mailing fee. It might prove interesting to compare viewpoints.

That's about it. Pods will be informed below, Awakened can expect a message in about two weeks. All players will receive a mailing in June. For further information or clarification, call 981-5717. (Best times are around noon and 1-2 AM.)

STAR WARS INTERGALACTIC BATTLE

OR

THE CAPTURE THE FLAG OF THE FUTURE

Saturday November 26th Drivers arrive 7:30 Departure---8:00 Star Wars

RULES OF THE GAME

OBJECT: If you are of the OLD REPUBLIC under Skywalker-To assassinate Vader and destroy the DEATH STAR.

If you are of Vader and the NEW ORDER-To anhilate the HEADQUARTERS PLANET of the REBEL FORCES and eradicate Skywalker

DESCRIPTION: A Battle between rival orders,conflicting forces for supremacy of the galaxy,modeled on the 20th century game of Capture the Flag. The boundaries of both the OLD REPUBLIC and the NEW ORDER are guarded by Interstellar Forces.All of the perimeter,not just the boundary in common,can be penetrated and attacked. Stormtroopers guard the prisons and the space platforms that are their energy sources. Star Rovers are the moving warriors of Star Wars.As both Warriors of the Empire and Rebels of the Galax y,they move thru their own world, pursuing and assassinating their enemy counterparts within their own territory, infiltrating and eliminating the warriors of the oppossing side and attempting to destroy the space platform.. There are therefore THREE types of warrior: Interstellar Guards who are more stationary and defensive,Stormtroopers guarding the prisons and platforms and Star Rovers who are the spies,infiltrators and assassins. Star Rovers are the command of Darth Vader and Luke Skywalker and are their protectors.

LOCAL: The Oakland Cemetary.(You can NOT meet us there). The upper terrace with the large mausoleums and crypts.The terrace will be divided east & west,up the hill and down towards the lights of SF.(For those of you who played dead & know the area.) So each side will be complete with bldgs,trees,walls,bushes to both defend and harbour. The playing area will be very small,ropes will encompass all boundaries so there is no doubt. The imagery,for those who havent been there,is incredible

DEATH AND The war will be fought with PLACO Dart Pistols(Rifles for Vader & Skywalker). All combatants will have black masquerade masks which will partially protect your eyes. Head hits will kill BOTH combatants.Do not aim for the head. When you are hit drop IMMEDIATELY if it is betweeen your neck & groin. Lie for three minutes & then go to the oppossite prison. A hit in the arm or leg is a wound. The second time you are wounded you are dead. Warriors must yell out loud & clear each time they are hit which it is and react accordingly. There must be no dialogue between players.The game is to be as REAL as possible. Death is the abysss! It is extremly important for the realism of the game that there are no arguments,disputes and dialogues betwe oppossing empires. Both members are killed in a draw unless one has fired AFTER they are hit.

PRISON: Prisoners are disarmed and their weapons cached no more than 10 ft from the jail in plain view.Prisoners can be freed in two ways 1) Theire guards can be overrunn and kiled or 2) a weapon can be ,passed,smuggled or handed to a prisoner during t. attack which automatically FREES ALL PRISONERS,armed or unarmed, thou they can be shot unarmed as they go for their weapons.The liberating weapon must pass from hand to hand,it can not be thrown.When the prisoners are freed they are ALIVE again and a fighting force and do not have to return to their side before they can again join the war(as in capture the flag). All warriors killed in an assault,on either side, must remain dead however and then go to their appropriate intermant.

To recapitulate: Head hits and Draws knock out both combatants.Those hit must YELL out "Wounded" or "Dead."

_pm, Saturday, March 25th -A Full Moon- STAR WARS INTERGALACTIC BATTLE

JECT: If you are of the REBEL forces under Luke Skywalker-to assassinate Darth Vader and to destroy the legions of the dark star.

If you are of the EMPIRE under Darth Vader -to assassinate Luke Skywalker and destroy the warriors of the Rebel Forces.

DESCRIPTION: A battle between rival forces for supremancy of the galaxy,modeled on the 20th century game of Capture the Flag. The boundaries of both the territories are guarded by Stormtroopers who both defend and attack,who are both the offensive and defensive players of their worlds. One third of the stormtroopers on each side are stationary and must stay within their boundary during battle. The other two thirds are free to move within their world,pursuing and eliminating their enemy counterparts as well as invading the opposing territory and attempting to assassinate the leader of the oppossing side,which ends the game and proclaims their victory.

LOCAL: A Bay Area Cemetary,printed directions provided at the departure point.

DEATH: The war will be fought with PLACO dart pistols(rubber tipped,range 15ft) When you are hit between the neck and the groin you are killed and you must IMMEDIATELY fall to the ground for one minute or longer and then go to prison on the oppossite side.If you are hit on the arm or leg you call out"wounded" and continue fighting until the next time you are wounded which is a kill.Since assassination and infiltration are an important part of the game,you can not cry out or enter into discussion or argument when you are killed.Other than expediency,all rules are geared towards simulating an atmosphere of suspense,war and death and the game must be played realistically as it would be in real battle.Both combatants are killed in a draw and both are killed if one is hit in the head.DO NOT aim for the head.It is very important that you drop when killed,both foe the effect desired -warriors running past and over bodies-as well as to avoid confusion during battle (and thus eliminate conversation)and particuarly around the prisons as to who is alive and who is not.If you are standing you must be asked-this is no good.

PRISON: The number of jailors is up to each teams strategy.Prisoners are disarmed and their weapons cached no farther than ten feet in plain sight.PRISONERS ARE UNDER THE VERBAL CONTROL OF THEIR JAILORS because we dont actually have a confined space to use.Prisoners,in addition to whatever their captors instruct them to do,must be seated at all times other than an escape.(If the dead are not prone,and the prisoners not seated, it is impossible to tell who is who when a firefight begins.) Prisoners are freed in one of two ways ONLY: Their guards are over run and killed or in an ensuing battle a stormtrooper of the same side as those imprisoned can hand,pass from hand to hand, a weapon to those incarcerated and then everyone goes free.The weapon cannot be thrown and it can also be smuggled in by another prisoner.When they are freed they are again a fighting force and do not have to return to their world before they can again enter combat.But they also do not have to grab their weapons before they can again be killed either.All warriors,guards and prisoners killed in a escape attempt must fall to the ground and remain there a full minute just as in the rest of the game,and then go to their appropriate internment.

THE LEADERS: Are the chess pieces of the battle.They must be moving players neither hidden,guards or defensive combatants,although they do not have to cross into the oppossing warriors world.When they are killed their slayer yells out loud and clear "_____is dead,warriors of the _____fall to the ground." And the victorious sides warriors rush to the slayers side and proclaim their victory.The slayer is their new leader for the next game,as is the last warrior killed defending the slain leader of the losing side. The leaders have no more say over the tactics of the battle than anyone else,this game is played cooperatively. The leader should always have a small contingent of stormtroopers fighting beside them,and should not fight or venture forth alone.

THE MOOD: We will probably not have enough players to penetrate and fight on all fo boundaries of each combatants territory.We also do not have jails,and since the jailors not be able to physically restrain so many prisoners(and they;re already dead so they cant be threated with death),the prisoners must be under the verbal control of their captors. Neither of these situations are realistic but i have no real choice about them. Other than these,remember you are prisoners yourselves within an intergalactic battle.You do not know your enemies-never address them by their names-you must slay them. Imagine how you would feel,what you would do,under the threat of real injury and death, what chances you would take and learn the secrets of stealth and cunning.

The mood i intend to create and explore is one of suspense,tension,movment and momentum, the hunter and the hunted,the haunter and the haunted.....

YOUR RESPONSIBILITIES:

1) DRIVERS, your car must be gassed up BEFORE you arrive.

2) Drivers,come 15 minutes before the departure time,if not more.

3) The time listed is the time left.We will be moving to a second site for our discussion so you will be left if you are late.

4) Most people have purchased a gun and extra bullets beforehand.If you do not have any you must bring $1.50 with you and buy them before we leave.

5) Non-members you bring must have read the write up in its entirety and provide everythin listed here under responsibilities too.

6) Arrest is possible,bringI.D.,good spirits, acceptance,no flashlights,drugs or booze.

7) Dress very warmly,in layers, with clothes you dont care about because you will be on the ground,prone,flush for periods of a minute-you will get dirty and damp.

8) If possible, wear capes, helmuts and odd paraphaneila that will change your silloutte in the dark and make you look (more)alien(than you usually do)

9) I will not provide costumes or capes this time around

10) Warriors of the empire will be banded with a white blindfold on their right arm Rebel Forces will be banded on their left leg. Ill provide these

11) If police appear at any time-immediately drop your toy guns to the ground and yell "put down your props, guards are here." Do not pause or onlook,it will be dark and they look exactly like guns.Theyare.

12) Teams will be chosen before we leave and cars will be all of one team.You are under my terms for the course of the game.

Gary Warne 1323 11th ave @ Irving 7 pm
Assissted by Elayne & Kendall,the first leaders for the first game

THE 5th ANNUAL CHINESE NEW YEARS TREASURE HUNT

You are about to embark on a treasure hunt for twelve clies hidden in the Chinatown/North Beach area. Clues will take the form of instructions for reaching the next clue sight, and will be either typed or written on white paper. Most of the clues will be inside envelopes marked "Native Sons Tours."

Each clue will have a red or blue mark on it--usually in the upper right hand corner. This is significant in the following way:

There will be six teams. Three teams will be the RED TEAMS. They will begin with CLUE # 1 and work forwards to CLUE # 12. Their clues will have a red mark to identify them.

Three teams will be the BLUE TEAMS. They will begin witgh CLUE # 12 and work backwards to CLUE # 1. Their clues will have a blue mark to identify them.

Every clue will mention, by name, the street on which it is located, or will strongly refer to the name of that street. With the help of the map you should be able to locate all clue sights.

The primary responsibility of each team is to STAY TOGETHER & NOT LOSE PEOPLE. It is strongly suggested that you stop, form a circle and count off before leaving a clue sight to be certain no one is missing. IF YOU BECOME SEPARATED FROM YOUR TEAM, CALL JUDY AT 664-9892. This is a business number and may be busy, but keep trying. When you get her, tell her whether you are from a Red or Blue Team, and give her the location of the last clue sight you were at. She will give you the location of your team's next two clue sights so you can catch up to them.

Each team will have a sort of Coordinator. This person will not be acting as a leader or making decisions. They are simply people who have done this before and know about all the fuckups that can occur. They will have in the posession a street directory listing all SF streets alphabetically, and giving a locating key. If you can't take it anymore, are tired, sick, disgusted, think we're crazy and should be locked up, and decide to leave, PLEASE TELL THIS PERSON THAT YOU ARE GOING.

At the last clue sight (#12 for Red Teams, #1 for Blue Teams) you will find the directions to the sight of the pie-battle. The actual pie-fight will be restricted to the area where the pies are hidden--NOT THE APPROACH. If you don't want to pie-fight, you can wait on the approach path till (dirt road) it's over. You will be driving to this final sight. Take your potlucks with you when you leave your cars. Also, DO NOT WEAR CONTACT LENSES TO THE PIEFIGHT.

RULES:

---You cannot use your cars to get from one clue sight to the next. Taxis & busses are okay, but no cars till you leave for the pie-sight.

---KEEP TOGETHER & DON'T LOSE PEOPLE

---KEEP A LOW PROFILE.

---Every member of your team should hear your clue before you go dashing off to the next sight.

DIRECTIONS TO TEAM LEADERS

ENVELOPES:

You will have two sealed envelopes. Envelope A contains all 12 clues in the order you team will go through them. Envelope B contains specific directions to all of the clue sights, plus directions to the sight of the pie battle.

You can use these envelopes only if you cannot find a clue. If, after ten to fifteen minutes (use your discretion depending on the sight) your team cannot locate its clue, open one of the envelopes. If you think you may be at the totally wrong place, open envelope B to check on the right sight. If you think you are at the right sight, but the clues have been stolen, lost, or simply cannot be found, open envelope A, pull out the right clue, and announce that you have found it. It's probably best if you don't tell the team you have these envelopes, so they won't rely on the failsafe mechanism, but will try wholeheartedly to find the clues.

MISSING CLUE:

If is extremely likely that Clue # 11 will not exist (I will explain this at the end of the event.)You should however, go to the location of this clue as instructed. If it is not there, it should be readily apparent. In that case, open Envelope A and proceed directly to your next clue sight (#12 for Red teams, # 10 for Blue teams). If you have any doubt at all, open envelope A and pull out the next clue. This missing clue sight is very close to the sights that preceed and follow it.

FINAL SIGHT:

The final sight is in the Presidio. We have to walkabout 1/5 of a mile along a road there after parking to reach a dirt road, unobservable from vehicle traffic, which leads to the pie-sight. It is extremely important that people not draw attention to themselves at this time. Please emphasize this. Move down the road quickly, but unobtrusively. If stopped by anyone, say you are on a walking tour (the remark about telling MP's about the pie-fight in the directions to this sight is not serious.) Go far enough down the dirt road that you are out of sight & hearing of the main road & re-group. This is where non-pie-fighters should wait.

KEEP TOGETHER:

Try and count off before you leave each clue sight.

DIRECTIONS TO CLUE # 1:

You will find this clue amidst a grotto of primordial ferns on the Lane of the Maiden. The Oracle Orvis will mark the spot.

DIRECTIONS TO CLUE # 2:

"Where Bush Street roofed Stockton before slipping downhill to Chinatown, Spade paid his fare and left the taxicab. San Francisco's night-fog, thin, clammy and penetrant, blurred the street. A few yards from where Spade had dismissed the taxicab a small group of men stood looking up an alley. Two women stood with a man on the other side of Bush Street, looking at the alley."

from The Maltese Falcon, By Dashiell Hammett

DIRECTIONS TO CLUE # 3:

Residing in pastoral solitude in the midst of the Square of the Virgin is the father of a China that was never to be. If you stand directly at his right foot and pace off 25 paces in the direction that his left hand indicates, you will come to a small gateway to the next clue.

DIRECTIONS TO CLUE #4:

We tough guys from Brooklyn never Waver, even when we go out to play,

---

DIRECTIONS TO CLUE #5:

On the sixth block of the street of the television advertisement you will find a commemorative plaque honoring the first branch coiner of the realm. Standing abreast of this plaque you could spit on the next clue.

DIRECTIONS TO CLUE #6:

When San Francisco burned in 1906--a divine judgement of its wicked ways, somethought--much of the Barbary Coast survived the fire. This produced the following ditty:

"If, as some claim, God spanked the town
For being over frisky
Why then, did he burn the churches
And spare Hotaling's Whiskey?

DIRECTIONS TO CLUE # 7:

"Was I sleeping, while the others suffered? Am I sleeping now? Tomorrow, when I wake, or think I do, what shall I say of to-day? That with Estragon, my friend, at this place, until the fall of night, I waited for Godot?"

DIRECTIONS TO CLUE # 8:

795 Pacific Street has a large backyard. To the right of Apt. #226 lies a corridor which will bring you to it. On the ~~xxxx~~ third (lowest) level you will find where the children play. Look beneath where their parents' posteriors would ocassionally be for the next clue.

DIRECTIONS TO CLUE # 9;

"Down in the hole, lingeringly, the grave-digger puts on the forceps. We have time to grow old."

On Jack's Street, where the Devil spins his steel threads Heavenward, with, a rattle through the night, follow thus.

DIRECTIONS TO CLUE # 10:

If Columbus came ashore today, on his journey inland, he'd stop here to bury pagan treasures in the sand, before reaching the twin spires of the disciples.

MISSING SIGHT — PHOTO TO #10

DIRECTIONS TO CLUE # 11:

Proceed directly to the street for which our city is named. Love it though you must, it is time to leave and head for the great midwestern wheatfields, in the tradition of Jack Kerouac, Woody Guthrie & Casey Jones.

DIRECTIONS TO CLUE # 12:

For this clue you must climb to the top of the Golden Gate Bridge. It's not as far as you think, though. In fact, its just at the edge of the Water.

THURS NOV 17th 8PM BIRDS UNDER THE BRIDGE AND HOSPITAL HABGOVERS.

Thi is an arts and crafts project (a San Francixco specialty We will creatr a number of artificial birds to suspend on nylon line beneath the Golden Gate for incoming boats. They will be almost to water level so that those on a ship moving past can see the birds closely and can admire their grotesque appearance. They could be clutching in their claws souvenir replicas of the bridge and wearing names of a few members ofthe original Suicide Club (those who jumped). It's the least we can do in homage (the very least). First meeting will be to get started, the second will be to build birds and the last to hand. Bring ideas and/or materials and/or feathers. There will also be a slide show of infected organs ("IS BEAUTY ONLY SKIN DEEP") found in Harkness Hospital during the August exploration...plus a showing of films by Steve Mobia including the adolescent epic "These Artifacts of Life" "Tears from the Sun" and a documentary on the Spring Communiversity junk sale "Garage-Podge". Meeting will be at Jason's dwelling, 615 Fr derick (between Willard & Arguello) at 8PM.

STEVE MOBIA

FRI NOV 18th - 7:30 PM FOOD CAN BE FUN (TO PLAY WITH)

We all know that the junk McDonald's serves isn't really Food, and we're going to show some alternative uses for it. Firstly, most everyone loved to play with their dinner as a child, but one too manu slaps on the hand with a butterknife convinced them to eat the mashed potatoes rather than mold them into fantastic castles surrounded by murky moats of gravy. Well, you're parents won't be coming on this event (I think) so we'll be free to go to McDonald's downtown, order food, toothpicks, glue, construction paper and any other building materials to help us construct hamburger houses, french fry forts, pickle palaces, etc. Legally, I don't think they can do anythibg to us, although we'll probably be asked to leave eventually. After that, I want to go to the McDonald's on Haight and Stanyon (the 12th most successful of their franchises in the nation), and stage an old-fashioned, Laurel & Hardy type FOOD FIGHT. We'll go in separately, and after ordering food, Provoke one another and start mashing Big Macs into each other' faces, pouring shakes down each other's pants, stuffing french fries into ears, etc. We could be arrested for disturbing the peace, which is why I'm scheudling this part of the event last. Meet at 615 Frederick between Willard & Arguello at 7:30 PM

JAYSON WEGHFEL

NOTE: Whoever borrowed my hard back copy of Rovert Louis Stefenson,including the SUICIDE CLUB - BRING IT BACK.

ALSO: There is a collection of articles in the "Lost & Found" box at the BookStore. If You've lost something at any events, check at 451 Judah before November 10th. Anything not claimed by then will be donated to the next Garage Sale!

Gary Warne

(4) So Karloff played himself playing what fate had in store for him. as it happened, lurked within and wihout the movie.

Many people consider this one of the most frightening films ever made that you never heard of. Many also agree that it was Karloff's best film apart from "Frankenstein" and "The Bride of Frankenstein." It was also Bogdanovich's ("The Last Picture Show", "Paper Moon") education.

Meet at La Cumbre Restaurant at 16th & Valencia at 6:30 or The Roxie at 7:00
GARY WARNE

THE HIGH RISK INTERVIEW: A PLAY ENVIRONMENT OF IDEAS DUE FRIDAY JULY 14TH IN THE MAIL

My experience has been that people -- friends, co-workers, roommates, even lovers -- can interact with each other on a daily basis without ever knowing how each other feel and think about a variety of important issues. I know that for myself I feel few people really know me -- what I think about things and why I do what I do. How this happens I don't really know and it's quite amazing to me, depressing, and lonely also. So...here's my offer:

I will facilitate a community of ideas with you, through an interview format, tape,type and print it and include it in the suicide club newsletter, one person each issue for the next four months. What's so suicidal about that? The subject will be your ideas, the ones you feel would be most unique "radical", libertarian, inflammatory, etc.

The process of selection: for you-- Choose five areas of inquiry that you feel most versed in, OR that you find yourself asking the most questions abou of yourself and others. Write them on a sheet of paper and under them write a simple assertive or declaratory statement of belief. This could also be a tentative belief statement that you will agree to work out during the course of the interview beginning,as stated above, with an assertive statement. At the end of the interview I'll ask you to recapitulate your tentative statemen to see if you have changed any. In either case you must have strong feelings about it OR feel it is a very important question that you must come to a conclusion about eventually.

I am ruling out satire, comic, or outrageous statements you MIGHT believe just to get a reaction from other people. No stand-up comics this time arou

I will accept the first four respondents. Send me your areas of inquiry and as many belief statements or questions as you wih. I'll pick the one th interests me the most. Mail to THE GRAND INQUISITOR 1323 11th Ave. SF 9412. You will pay $3.00 for the printing.

BACKSTABBERS' BALL FRIDAY JULY 14 7 PM 50 FELL ST.

The Corporation is taking applications to replace their President who had a minor difficulty with the law. If you think you can suceed in business without giving the appearance of really trying, join your fellow applicants for an evening of back-stabbing, ass-kissing and form-filling on genuine for from a genuine institution.

Bring:an expense account potluck, $1, and a craven will to power. Wear your best grey flannels, and be sure to shine your shoes. Absolutely no foreign-looking types or scruffy hippies, however wide ties will be permitte

If you believe yourself to be Executive Material, come to 50 Fell St. at 7 pm, and find your slot within The Corporation.

B. DOCHAN, Executive Assistant, Administrative Director, Personnel Recruitm & Research, West Coast District 9 Division.

THE TRADITION OF THE DART GUN FIGHT MOVES ON SAT. JULY 15 7 PM Haight/Stan

As all ecperienced Dart-Gun Fighters know, the environment makes the gam I have found an environment nothing short of fantastic! However, in the tradition of suspense, I will not disclose the location until the event.

(2)

INFILTRATING MYSELF WEDNESDAY JULY 5TH 10 AM - 4 PM 411 Cole

I think of myself as an honest and forth-right person, but having recently read an article which states that "Americans prevaricate on the average of 200 times a day", I've decided to put myself to the test. On this day, anyone who wishes can ask me anything they want, and I will tell them absolutely the total of my honest response. The restrictions are:
1) I want to speak with you in person, so you must come to my house between 10 - 3:30, or call and we will arrange a time for a conversation under the same guidelines, and
2) if there is anything that is truly too painful/confusing for me to express, I reserve the right to decline to answer.

ADRIENNE BURK

MONTY FORTUNA's MIDNIGHT CARNIVAL FRIDAY JULY 7 EVENING

Come to the Midnight Carnival! A carnival like all carnivals and yet like no carnival you've ever been to before. Experience midnight madness. After this evening, they'll say this about you, too:

"And all should cry 'Beware! Beware!
His flashing eyes, his floating hair.'
Weave a circle 'round him thrice.
And close your eyes with holy dread.
For he on honeydew hath fed
And drunk the milk of paradise"

For details, call 566-7263, Wednesday, July 5th between 7 and 10 pm and ask for Miqui. She will provide instructions, free tickets, etc.

For the total enjoyment of the evening bring $2.00, a flashlight with fresh batteries, wear walking shoes, dress according to the weather, the fanciest potluck you've ever made for five people in a non-breakable and non-leakable container, a knapsack to put it in.

THE PATCHWORK QUILT ADVENTURE VI SATURDAY 2 PM JULY 8
1332 sixth Ave. (Irving & Judah) Latecomers will get left

For those of you are curious about what actually happens on a Patchwork Quilt Adventure, a brief synopsis is presented for your edification:

Darts, guns, and liquid refreshments. A limited number of guns will plied, so come, if you want, even if you don't have one. Bring extra gun if you have them, and maybe we can play a two-gun-per-person game. Kids welcor

DANIEL SPERO Meet at the Haight Street entrance to Golden Gate Park

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SAN JOSE'S EGYPTIAN FLEAS? SUN. JULY 16 9:30 AM 1310 Church #3 (648-8486)

San Jose, besides being a bastion of suburban life, has some interesting aspects to it. We'll be visiting a few of them--starting with a trip to the San Jose flea market (for me it's the transformation of 20th Century San Jos to a Mexican marketplace, complete with bakery and vegetable stands and a hu flea market section). Next we'll visit the Rosecrucian Egyptian tomb and a small, funky planetarium here (also a lovely rose garden across the street, just right for a summer evening's stroll). We also might complete the day with a dinner in San Jose's Japantown (much quieter and noncommercial than San Francisco's Japanese section, but still quite large). Come with: Cars gassed up and food for lunch.
KATHY KAY and LESLIE SILBERHAUS

STAR WARS INTERHOTELIC BATTLE!!! FRI. July 21 9 PM POWELL & MARKET
BOOM *KABOOM* *ARGH!* *GOTCHA!* *KA-POW!*
Once upon a time, in a world far, far away...

A young person was stranded in a desert of adult responsibilities and restrictions, yet yearned for excitement, adventure, life, gaiety, and hot-cha-cha. "O, if only I could escape from (repairing crop-humidifiers; dull parental pressures; making tuna-melt sandwiches..(choose one of the above)) and get on the the real stuff: exploring fantastic realms, and getting acclaim from my peer group, and (gulp!) finding some prince(ss) to rescue and (gulp! gulp! gulp!) discovering slightly post-pubescent love! That's what I want!"

If this sounds like you, then here's your big chance! Don your best evening apparel (with comfortable shoes, natchO and meet at Hallidie Plaza. We'll divide into two teams, the Rebel forces under Luke Skywalder and the forces of the Imperium under Darth Vader. The structure of the game will be the same as the last Star Wars battle, except for weapons,(instead of dart guns we'll use..,well, ever wonder why they called it Star Wars? heh, heh, he prisoners (none! Death to the infidels!),and battle sites. (Be prepared to have some authority figures look down their noses at us--but we don't care! Vive la resistance!) Virtually no chance of arrest, as long as you impulsive types maintain a reasonable decorum in the heat of battle. We'll stop off at one of S.F.'s better nite-spots for eats and fraternizing with the enemy after, so plan on bringing $5 tops. So,it's:9 pm at the cable- car turnaroun --latecomers shot (sizzled with photon torpedoes, actually) and forgot. Tuxedoes and gowns, please.

Oh, one more thing: Please do not eat any cabbage soup before this event, or you'll find everyone saying, "May the borscht be with you!" (aargh....)
R.H. PEPPER 661-9998

A DAY AT WOHLER BRIDGE SAT. JULY 22 1256 6th AVE. 10 AM

Bridge Jump! And Night in the Woods

Remember all of those Suicide Club Bridge climbs that you've been on? Do you remember that overwhelming urge that you had to jump, only to be held back at the last moment because of proper decorum, what your friends or neighbors might think? Or just the plain tactlessness of such a move? Well, now HERE'S YOUR CHANCE to do it and returned unscathed to tell your folks

about it...

We'll be leaving from 1256-6th Ave. at 10:00 a.m on Saturday, the and return Sunday afternoon. You'll need: potluck dinner, cars (if you have 'em, $$$ for gas, if you don't). We'll be camping out one night so if you have any camping stuff you might want to bring it along, i.e. stoves, sleeping bag, whatever makes you feel better--swimming suits (opt.) inner tubes, canoes. We'll be camping about two miles north of Wohler Brid in Sonoma County on the Russian River, which is a little over an hour's drive from the city.

The spot we'll be camping at is not a "designated camping area" so we may have to resort to subterfuge to outsmart the local gendarmes. Bring your friends, dogs kids, and anyone who enjoys boateing, swimmming, camping and just laying around in the sun. (By the way, some of you may prefer tennis shoes over bare feet in some parts of the river bed). JUMPING OFF WOHLER BRIDGE OPTIONAL!

We will pack our stuff in about two miles so come prepared for a beautiful hike along the river shore.

JOHN LAW and EVELYN PRESTON

INTRODUCING: THE SFSC PARCOURSE!!!! FRIDAY JULY 28 8 PM See below for loc.

We know how it is.. with all the demands put on your time by school, the office, the PTA, you just can't keep in the shape you want. You find yourse getting physically pooped on a bridge climb, unable to follow simple directions, jumping at your own shadow in a sub-basement in Harkness, or feeling somehow out-of-place at an orgy. How to keep in practice, with all the dema of a modern, fulfilling life?

Well, have we got a deal for you! Opening in July is the SFSC parcourse, the first of its kind in this country. In one evening you can freshen up your basic infiltration, climbing and "breaking and entering" skills. Master the important treasure hunt sprint! Flounder in the dark! Examine tombstones and other grisly paraphernalia! All this and more, more, more!! (Money back guarantee, except in California)

To participate in the premiere run, bring: $5.00, including $2 in change (esssential) A CRAYON, flashlight, and i.d. Wear layered clothes, good walking shoes, EAT FIRST. To find out where to begin, take the first letter of your mother's maiden name and divide accordingly:

A-J look in one of the courtyards of Harkness Hospital
K-S look in the Bart plaza construction at 18th and Market
T-Z look in the steps across the street from 45 Park Hill Drive

In these locations, you will be looking for a poster of the parcourse which will reveal your further instructions. Be at your assigned location promptly at 8 pm ON FOOT (no cars). Begin looking for instructions at 8:05

ASSAULT ON BOHEMIA! Saturday JULY 29 variable AM

Seventy miles north of San Francisco, several hundred rich white males, largely Republican and over 65, will be conducting their annual encampment in what has remained, in name only, the Bohemian Grove. There, in splendid redwood isolation, they consume a Ponderosa of chateaubriand, and a San Fabl bay of vintage wine, plan the development of history for the coming year and attempt to consort themselves in the manner of the founders of the Bohemian Club, the likes of Oscar Wilde, Mark Twain, and Jack London, none of whom, of course, would even be admitted in this day and age.

We shall attempt to pose a disquieting reminder of the culture that these fat cats have ripped off by voyaging to Guernevill, parading about the entra

the Grove and encouraging the membership to desert their false Bohemia for the genuine experience.

Missionaries should consort themselves in dress, accessories and persona according to either of the following modes:

1) Contemporary Bohemians (1850-1930), being personages of the arts and letters such as those described in the initial paragraph.
2) Historical Bohemians, i.e. European peasants c.1400.

Because of the distance involved in the event and the social and police connections of the false Bohemians, participants will be permitted to engage on a sliding scale of intensity, presided over by one of the courageous soul who volunteered their services in last month's newsletter. Their word shall rule once the event is under way. For the optimum assignment, please reply by mail to John Nepomuk, 50 Turk St. #30 sf 94102 by July 10th, and include the following information:

1) The earliest hour at which you can get yourself together July 29, that is, 7 am, 8, 9,10,11,12. This information is necessary for carpooling.

2) Your access to a vehicle, if any, and the number of passengers you can accomodate.

3) The degree of risk you wish to take, from low of 1 to high of 10. Only those in 9 and 10 groups will be trespassing, but as the law serves those with influence and power, there exists the possibility of extr-legal harassment, included repeated return trips to Santa Rosa if arrested. Mitigating this is the extreme distate for publicity of any sort on the part of our phoney Bohemians.

4) Your intended persona (contemporary or historical as above)

Besides cosume, participants should be prepared to bring:at least $5 for expenses on the road, a potluck or more expenses for obtaining same, material to pass the extended waiting time, i.d., and any historical paaphernalia in your basement. You will be contacted by a section leader who may wish to hold a planning meeting in the interem.

N.B. The intelligence division of the conspiracy reports the 29th may be the date on which the Prisoner of San Clemente starts his umpteenth comeback with a speech to the "Bohemians"

JOHN NEPOMUK, JACK LONDON, AMBROSE BIERCE AND THE CONSPIRACTY (B.DOCHAN, LOCAL REPRESENTATIVE)

SUMMER CELEBRATION Sunday JULY 30 1 PM Panhandle at Central

There is no purpose for this event other than to get together to relax, and enjoy a sunny (hopefully) midsummer Sunday afternoon in the park. I'm trying desperately to overcome my nostalgia fetish, so this isn't being done to re-enact anything - it's just a celebration of the here & now, as stated in the Communiversity catalog description. Bring a potluck and I'm going to bring lots of flowers...okay, okay, I admit it....I can't break my nostalgia habit. Musicians, please come and bring instruments. Meet at the Panhandle at Central (departing from that point).

KATHY HEARTY

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11 FRI. 8pm: CITADELS OF CRIME
CHILDRENS PLAYGROUND IN THE PANHANDLE

San Francisco city police, in two seemingly unrelated and bizarre crimews, surrounded a group of children playing on the rooftop of and abandoned hosppital and came in from all sides, guns ready, onthe supposed citizen complaint of a gun battle atop the 8 story building. Two days later, while a deranged sniper picked people off at random in a drive in theater, twelve squad cars were busy surrounding an abandoned mortuary and apprehended an already bereaved group attempting to remove an invisible coffin from the first floor lobby. All well meaning citizens and many meighborhood groups are baffled by the increasing harrasement of people whose only crime is to leave the (apparent) refuge and acceptable boredom of their own hames. Combined with the loss of the Falstaff brewery, several months ago when the city police nabbed Steve Mobias science fiction,musical comedy, soft porn movie set, the loss of Hamms brewery thru rental to a local Cloning company which plans to use the vats for a strange new duplicating proccess and the leasing of the New Follies theater to a dramatic companyso far behind the times that they actualy intend to separate the audience and acters with seats and a stage-The Suicide Club is forced into a desperate situation with our backs up against the wall-the only thing to do is.....retreat.

Come dressed as crimianals but be ready to shed these outer habilitiments for actionn! Rendezvous at the Childrens Playground IN THE PARK, NOT THE PARK, bring SF city mapsand your cars-we'll divide into groups, divide the city into quadrants and spend the evening cruisinig desented buildings,mysterious entrepreneurships(?) and tunnels leaking who knows where.We;ll divide into hot cars and regroup at the hour of the wolf to lead one another to whatever we've found and stories of escape and worse. GARY WARNE

EXPLORING THE UNIVERSE

12 SAT 11am "ARE THOSE BLOODSTRAINS ON YOUR HANDS?"OR : I WAS ONLY BERRY PICKING IN THE PARK..."
MEET AT BARBARAS: 146 sanchez/ Duboce
August is Blackberry season in Berkeley and one of the prime picking spots is Cordinices Park on Euclid Ave. Cordinices Playground is also the home of a giant stone slide. We'll be picking and sliding and perhaps exploring the rose garden across the street afrerward.
Bring: a potluck linch and wax paper for the slidw
NINA FELDMAN AND BARBARA VINCE

The following are mandatory:

A six pack of beer OR a fifth of wine OR a pint of hard liquor.
Substantial quantities of beer nuts, cracklin's, dips, cheese and other goodies to give the alcohol something to work on besides our stomachs.
Eat dinner before coming to this event.
Bring a sleeping bag to pass out on or in.
Bring your favorite tried and, I hope, true hangover remedy.
Bring aspirin or acetomeniphen in case your favorite remedy doesn't work.
Bring breakfast food (whatever, if anything, your stomach can tolerate the next AM. This includes instant coffee, tea, sugar, etc.).
Bring your favorite drinking game.
Bring your most outrageous drinking story.
Bring a camera to record the whole greasy episode.

SWITCH THESE

CONT.

SUICIDE FOR YOUR ULCER: THE FIRST SAN FRANCISCO SUICIDE CLUB DRINKING CONTEST

SATURDAY AUGUST 12 8PM 1332 SIXTH AVENUE (IRVING & JUDAH)

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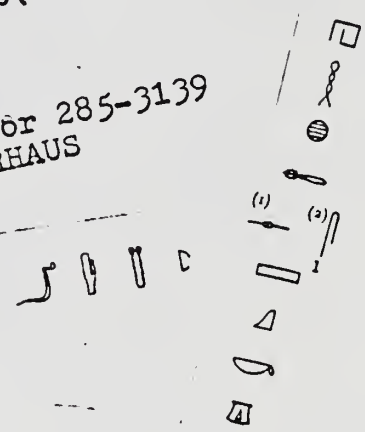
At last! An event for all you people with beer bellies and junk food cavities. A real drinking contest in the style we knew and loved in high school and college. The object of the contest: to see which (fool?) hardy person can outdrink everyone else. You can even choose your drinks! The only rule will be to keep on drinking, no matter what, until you either fall asleep or pass out. Since no one will be in any condition to drive or walk home, this will be an overnight event at my home. Since I've never had the opportunity to listen to myself with sober ears while I'm getting drunk, the evening will be recorded for posterity. Cigarette smoking will be allowed outside the house only.

SORRY 'BOUT THAT PETE.

20 SUN. 11am:TUNNEL VISION AND OTHER FOLLIES
1310 Church st #3 (corner 25th st)

We wil be retuning to San Jose, this time for a visit to the Winchester Mystery House, a haunted house with some very intriquing stories. There is also a large tunnel several miles long near the house (it used to be a creek byt they turned it into an expressway), very nice for dart gun fights near the entrance and all sorts of possibilities as we reach the darken recesses.
-Bring about $5.00 for the Mystery House and call so we can make reseravations.
-Bring shoes that are not slippery but can get wet(like tennis shoes) and a change of shoes and pants.
- Bring food to share for a potluck.

Call Kathy Kay at 626-1210T,Th or F, 10:30 - 6 or 285-3139
KATHY KAY AND LESLIE SILBERHAUS



6pm TUESDAY AUG 22 CAVING!

A lifelong desire of mine has been to go beaneath the earth in search of Arnie Sarkrasan & the lost vaults of Yo-Vombis. Actually i'm willing to accept any subterranean world beneath this nightmare in daylight. It seems,though, that there are skills beyond my own in this desire and dangers also too real ~~for s[illegible] the caverns club engages in~~.

CAvers are called "speleologists" and curiously enough ,group themselves in small local organizations called"grottoes." The nearest one is in Palo Alto(there are no natural caves around here either) I joined this 18 months ago and have read their newsletter like many people must read this one-with trepidation,uncertainty and alienation-not really sure i can do the things described and much preferring to know the people first.
There are other problems too and because of that I am offering this experience as an infiltration.....

(CONT.)

CONT- These people are very different than how people are at a suicide club event, ~~so different that we can't really be ourselves~~. It is difficult to describe these differences but ~~i am going to try because i find it all so unusual~~. Basically they are like the people in Anytown USA in the first ten minutes of a twilight zone episode-before they become even more strange. To go to a meeting is to be at any alumni convention,school board meeting or talk at the SF Public Library. Yet what they are discussing is so phantasmal ,adventurous and incredible-but they just dont seem to look at it that way. They live,drink and shit caves. ~~Their sec spread is much much wider than the suicide clubs~~. Whole families are in the thing-father ,mother, and all the kids.

My guess is that there are no volumes of H.P. Lovecraft anywhere on their bookshelves-this is an ecological recreation-not a voyage into mystery and the unknown. They are very middle class and somewhat rigid body types-somewhat like science fiction fanatics-I wonder if I am getting this across. They are nice people but your first reaction is that they are cliquish and taciturn ~~in the social area~~. All of these reason s combine to say-~~we must~~ "we'll be better" to get to know them without the choas,boisterousness ~~and narcissistic grouping that goes on when people strike out on a suicide club event~~.

We will be entering the meeting in groups of 1-2-3 and sitting separately and talking to THEM not us-when there are breaks and at the end. Afterwards they go to a members house for a get together-this is even more important that you dont cliche up yourselves but strike out on your own.

We are also going to more than infiltrate them-we are going to JOIN them-pay dues and avail themselves of their experience, equipment and direction. They can never take on more than 4 beginners on any one trip and we are all beginners without equipment. They do not allow people to use flashlights as their primary source of light.You have to use helmuts with lights attached so your hands are free and pocket two more sources of light(Flashlight & Candles). They'll rent these for a while but you'll have to get your own soon.

John Tinsley,a member of the group-knows i am bringing some friends with me and says he will schedule a special ascent & descent class for ~~both of us this~~ new folks and then take all on a special caving trip to an easy-not so dangerous cave . This will enable us to learn the ropes,get to know them and vice versa and not put a strain on their trips when we attend them. Afterwards as time goes on(a lot of time)we will be able to work out our own trips and take people from the suicide club that didnt attend these meetings-but that will be a long time in the future.

YOUR RESPONSIBILITIES: 1)up to $5 for membership 2)a self addressed stamped envelope 3) cars gassed up and ready to go 4)if you can not meet us to leave together but can make Palo Alto by 8pm on your own-take 101 to the Univ ave exit-go west on univ until you hit Middlefield Rd and turn left and then a right on Hamilton-go to 300 Hamilton at Norther California Savings and dont sit with anyone you know.

GARY WARNE 1323 11th ave at 6pm departure

LAST BUT NOT LEAST-DONT MENTION THE SUICIDE CLUB FOR A LONG,LONG TIME & NEVER MENTION THIS RUDE ~~WORD~~ UP

Sunday 8am AUG 13 PROJECT ADVENTURES ROPE COURSE

We're returning to the ropes courses with the staff promising to show up this time The rope course ,for those of you that dont know, is a high stress situation of physcial challenges-both indivdual and collective. A solo would be walking a tight rope or swinging thru the air on a trapeze 50 ft above the ground(you would be tied with a rope and harness in case you missed). A group effort would be climbing a 20ft wall with no equipment or handholds. We will be met (theoretically) by two staff members and assistants who will divide us in two groups of ten each.They will accept only 20 people and there ~~really know way that~~ will no doubt be more that want to so.....i can or say it is first come ,first serve. Registration consists of giving me .00 in cash anywhere between when you receive this newsletter AND the morning of the 13th.It will be first come,first serve including thatmorning. You may go and not participate however,not pay AND not sign a waiver,totally space available,in the cars.

CONT.

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YOUR RESPONSIBILITIES 1) loose clothing,long sleeve shirts & long pants 2) leave any booze & dope at home 3) Cars GASSED UP and ready to go 4) food 5) WATER in a canteen or plastic bottle 6)CARS GASSED UP BEFORE YOU ARRIVE.

Although i can't have over 20 people i can have less and i fully intend to leave at in the morning. It is imperative that drivers have their cars gassed up before they arrive at my home, not before they leave the city that morning. Perhaps the night before might be better than 7:30 in the morning. Drivers are under their honor not to stop for some turkey to buy food that didnt bring any.Last time we left at 8am it was a disaster.

Meet at 1323 11th ave BEFORE 8am

gary warne

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18 Fri 7;30 pm: Surrender To Unknown Powers, Insidious Designs#1

Those of you out there on the periphery ofthe ultra mundane "real world" would be well advised to put aside, for one night, the trinkets and playthings of corporeal existence in exchange for the sepuchral depths ofthe unknown.
"For what reason" you ask whilst reclining comfortably, sipping your Calistoga waters," should I unlock the quintuple set of bllts on my front door and venture out into the uncertain and potentially death dealing realm of fantasy?"for no other reason than this: possible death by adventure today, rather than assured death by boredom and self-recrimination years, nay, decades hence!

To join this excursion with the Grim Reaper, assemble at 7:30 P.M. SHARP, at 1256 6th AVE.

You must bring: warm, dark clothes, two towels and a potluck dinner in a knapsack. Swim-suits are optional, according to levels of indiviual modesty.
There will be absolutely no drugs, alcohol, small children or homocidal maniacs. If you cannot swim, you are required to find and bring with you, a completely inflated inner tube or a decent life vest.

If you do not follow these instructions implicitly, expect to be dismembered!

HENRY "THE BUTCHER" PIETROFITTA AND J.W."SLOW DEATH" LAW

CURSE ON GARY WARNE FOR SO MANY EVENTS!!!

but if you want to play, you'll have to have a "suitable" outfit - to be judged by your peers. Just like in high school, but this time we mean it. No dope, booze or athletes foot. I.D. REQUIRED. Eat first - we might go for beer & pizza afterwards. To fill out this fantasy for me, please come dressed or overdressed as a jerky high school kid, or hit the showers! (P.S. Anyone wishing to organize halftime entertainment can contact us before the game.)

ROLLERBALL ALLEY Nellie Friedman & Don Herron
Sun Sept 10, meet 11am at Skates on Haight, between Stanyan & Schrader

A vigorous pratfalling game of pursuit, escape & death for young & old, experienced & inexperienced skaters alike. Action on John F. Kennedy Drive in GGPark, blocked off to automobile traffic on Sundays but crawling with insane bicyclists (remember the motorcycles in "Rollerball"?). 5 killers armed with volleyballs will give the rest of the skaters a brief headstart, then rumble down the asphalt intent on making as many hits as possible before Transverse Drive. Skaters hit with balls will team-up in duos & become killers themselves, using dart guns. To kill other skaters each person of the duo must shoot the prey with a dart - 2 darts, 2 guns, 2 killers. Those who reach Transverse Drive alive will be fortunate indeed. REQUIREMENTS: 1) sturdy clothes for cushioning falls, 2) dart gun & 3 darts, 3) your own skates or money for rental, which is 50¢ for the first hr, $1 for the 2nd hr. Calif drivers license or other valid I.D. with photo required for deposit on skates; parents must sign release form for children. We won't be playing more than an hr or 2, but you might wish to skate longer on your own. All day rental is $5 with a 6pm deadline on turning in skates.

ANIMAL HOUSE Jayson Q. Wechter
Weds Sept 13, meet at 7:30 at Cinema 21 (Chestnut & Steiner); the line may be long. Movie starts at 8pm.

There was this band of outcasts, misfits & social rejects, you see, who'd banded together to have themselves some fun. Every weirdo, crazy character & suicidal soul around seemed to be drawn to them. They'd stage clandestine nighttime assaults on the bastions of authority, indulge far too heavily in the things they liked, revel in food fights & debauchery of all sorts, &, in general, live each day as though it definitely was the last. Unfortunately, the year was 1962, & so they were not the Suicide Club but the Delta fraternity at Faber College - the "animal house" which is a blot upon the pristine, respectable order of Greeks. The movie is the National Lampoon's first, & is co-authored by 2 of its funniest writers who based much of the material on their own college experiences. Afterwards, I'd like us to relive those wonderful, carefree days of our youth by relating our own tales of college decadence, mischief & misadventure. For some reason not many people talk about those things. But I'd like to find out what prank-filled backgrounds you've all brought to the Suicide Club. "Animal House" is a perfect kicking off point.

LOCK YOURSELF IN A ROOM & SEE IF YOU AGREE Gary Warne
Fri Sept 15, 7:30 departure from 1323 11th Ave

You will be locked in a room from 8pm to midnight (4 hrs) or until you agree, whichever comes first. Bring 4 of your beliefs about life, politics, art &c that are 1) basic or important to you & that 2) you think other people will agree with. If your statements can't fulfill both these standards then choose ones important just to yourself. They should be in the form of a simple declarative statement & should NOT include more than one idea. They also should not be more than one sentence long & should not be a first person statement. The person asserting their belief will be trying to get unanimous agreement; if this is impossible we'll attempt to AGREE ON WHAT WE DISAGREE ON by talkin' & listening until we understand those disagreeing with us well enough to REVERSE ROLES & tell our opponents what they think, & vice versa, until each can say, "Yes, that's what I think & WHY." This will continue in a round robin format with EVERY person that disagrees with the asserter's statement. A vote will be taken at the end ...CON'T

to see if agreement on both sides has been reached. In the process of discussion the asserter will be trying to change the disagreeer's mind. Of course, the reverse might happen too, in which case you go on to the next asserter. THE PRE-PROCESS: The asserter will present the statement & a vote will be taken round robin before discussion begins on whether to accept the idea for discussion at all. A vote not to accept it does not necessarily mean you disagree with it. Some common reasons for exclusion might be: 1) ambiguity, 2) potentially boring, 3) too general, 4) the statement contains more than one idea, 5) a plethora of high order abstractions, 6) you're tired of talking about the subject in everyday life, &c. A statement you think is TOO controversial will be eliminated in another way - DO NOT vote it down because you think it's too hot to handle.

Once a statement is accepted you will then vote on whether you agree or disagree with the statement AS YOU UNDERSTAND IT (theoretically you will have eliminated already those you didn't understand). ALL VOTES take place without discussion of any kind. If 50% of the group disagrees before the fight has begun then the statement is dropped & we go on to the next person. Once topics are accepted the game begins like this: The asserter will talk only to those disagreeing, one at a time. This means open-minded, easy-going & non-dogmatic types may never get to say a word all night. If it seems that the asserter has restated his/her belief significantly in the course of the debate, a re-vote can be called for. The Moderator: can throw out any idea seen as dualistic before any vote is taken even if the asserter sees it as singular, integrated & not contradictory. The moderator can also talk & interject when no one else can if he/she sees a problem or need for clarification not covered by this write-up. The group can forcibly eject anyone but the moderator by a majority vote who they think is disruptive (conversing when the two contenders are talking, making jokes, &c). Like any other Suicide Club event your attendance is considered a contract with the event as it is described. So no dichotomies exist between what you do & what you think OUGHT to be done - your beliefs are determined by Jesus' statement "By your acts ye shall know them" & Sarte's "Your actions determine your beliefs." Discuss <u>what</u> you do & <u>how</u> you live.

This could easily be seen as a class in communication skills or as an "encounter group", but I prefer to think of it as a game, albeit a highly structured one. REQUIREMENTS: 1) 4 beliefs on paper, 2) self-control & the ability to listen, 3) be on time, 4) do not bring anyone who has not read this write-up. Recommended reading: NO EXIT by Jean Paul Sartre.

TRIP TO ONE OF THE FEW THINGS THE ARMY CORPS OF ENGINEERS EVER DID RIGHT Barbara Vince
Sat Sept 16, 11am departure from 46 Sanchez

After years of damming up rivers & filling up bays, the A.C.E. decided it might be nice if they had some idea of what could possibly happen to the water systems before they changed them. As a result, they built a hydraulic model of the SF & Suison Bays that they can use to test out the effects of filling & dredging before they do it. Hopefully, they will be doing an experiment the day we're there. You will need money for transportation (count on $2.50 for the bus if not enough cars show up), a potluck & some ideas as to what to do in Sausilito afterwards.

PANCAKE PIG-OUT Sandy Hutchins
Sun Sept 17, 10am at 66 Corwin St. #10

Are you tired of Egg McMuffin & Hot Apple (?) Pie? Want to wake up your mouth with something nutritious, delicious & non-chemical? Come prepared to share your favorite recipe, flamboyant cooking style, & leviathan appetite. I will provide some basic ingredients, but please bring any special ingredients you may require & any extra eggs, milk, butter, &c you may have lying around the house. I will provide the maple syrup, straight from the homestead in New Hampshire.

AN EVENING UNDERGROUND Jayson Q. Wechter & John Law
Tues Sept 19, meet at the Roxie Theatre at 6:45 (Note: This event should be concluded by 11pm for the sake of all you folks who get up in the morning.) ...CON'T

The world beneath the streets provides strange passageways for lost & fleeing souls. In the damp, echoing darkness identities fall like shrouds into a stream, & the portal to life, light & freedom is dim & far, far away. The sewers are places of dark unknown, where literally the city's refuse flows out & away, to be forgotten. They are the hiding places of the dark & the demonic, into which only those with nothing left to lose will venture. On this night we will venture into the sewers of San Francisco. But beforehand, to set the mood, we will see "The Third Man", a classic mystery based on Graham Greene's novelette. Orson Welles portrays Harry Lime, the black market dealer of impure penicillin in post World War II Vienna, & Joseph Cotton is his writer friend who comes to Vienna seeking work, only to encounter a mystery that takes him down numerous alleys, dead ends, & ultimately into the Vienna sewers in a scene which I guarantee will not disappoint you. If you wish to see the film without going to the actual sewers that's fine, but I strongly recommend that anyone journeying underground with us see the movie also. WHAT YOU NEED: 1)$2 for movie with a Roxie card, $2.50 without a Roxie card, 2) good shoes - the water is an inch or two deep in the middle of the sewers; you won't necessarily get wet, but it's best to assume you will, 3) I.D. REQUIRED, 4) spy or detective garb if you have any - you should, however, be able to move freely, & 5) bring kids if you have any.

MY BREAKFAST IS REPEATING ON ME (or "How I Learned to Stop Worrying & Love the Buns")
Sun Sept 24, 11am at the Sheraton Palace Garden Room, Market & New Montgomery Pepper

Wish I could say that the repeat of this event (held last June) was due to cries of "More! More!" but truth to tell none of us who went (with the possible exception of M. Petrofitta) could even think the word after stuffing ourselves silly. But some folks who couldn't make it that time wanted to, so that's why I'm listing it again. I won't tax your credulity with a description of the goodies available, but I will admit that the scope, quality & sheer bulk of the foods served surprised even me (munch, munch). Due to a government subsidy, the original ticket of $12.50 is slashed to a scant $9.75. Last time after the Brunch we caught a free show of "Twelfth Night" by Willy the Shake near the Conservatory in the Park, after we got kicked out for the dartgun fight in the lobby. Hopefully something else nice like that will occur this time (the play, not the eviction). Also there might be a small game played during the meal, dealing with the difficulties of the wealthy life. We'll see. WHAT I NEED: reservations by Weds Sept 20th; information as to other Sunday Brunches around town (I'd like to see a series of brunches take place, if you've got a special place in mind); and a word from Amy Vanderbilt as to the intricacies of tipping at a smorgasbord. We were stymied about the latter last time. Get in touch with me at my new digs: R.H. Pepper 1351 5th Ave off Irving, #664-0365 P.S. If you're interested in doing this for half price, that might be possible too, if you want to talk about it....

ENTER THE UNKNOWN Gary Warne
Thurs Sept 28, meet at 6pm at 1323 11th Ave - event lasts till 3am

You will immerse yourself in a bizarity of imagery & a community of ideas, possibly make & lose some friends & not feel all that great the next morning if you have to go to work. My advice is to take the day off or go in at noon. If you don't need much sleep you may be able to do it because it's not that physically strenuous. REQUIREMENTS: 1) $3 in cash, 2) cars gassed up & ready to go, 3) you may sleep at my house if it's too late & no one can take you home, 4) play it out to the end or don't attend, & 5) be on time - we're leaving on the dot.

BIRTH OF A NATION Don Herron
Fri Sept 29, meet at 8pm at Avenue Theatre 2650 San Bruno Ave (easiest way is by car, but the 25 Bryant bus outbound goes right by the theatre)

Lillian Gish stars in this D.W. Griffith classic about the Civil War & Reconstruction, a watershed film of cinematic techniques, made in 1915. Silent, color tints, Bob ...CONT

Vaughn on the Wurlitzer organ. I've heard this film described as one of the greatest movies of all time & as incredibly boring; depends on your interest in silent films, I guess. Personally, I like them. If you do too, come along. (Racist subject matter may offend those who become offended by racist subject matter - the ride of the KKK is a highpoint in the movie.) Short feature is Charlie Chaplin in "The Bank" (1916). Programs begin at 8:15.

A LITTLE GAME OF FOX & HOUNDS R.H. Pepper
Sat Sept 30, 9pm meet at the Chinatown Gate on Grant & Bush

Ah, the prancing horses proudly hold the red-garbed aristocracy of Victorian England, the hounds bay & threaten to snap the leather reins of the groom in the early morning mist. How much more humane & civilized than the dusty cockfights in tequila-ridden Tijuana, eh wot? Naw, not that type of Fox & Hounds, folks. More like the game you played on a checkerboard as a kid, 4 black hounds trying to surround the lone white fox before the canny little critter gets to the safety of the opposing eight rank. 'Cept this game is played on foot in Chinatown, on streets, alleys, through buildings & on rooftops. The basic premise is that we have a number of hounds & a smaller number of foxes (wearing red wool watchcaps for identification) within the bounds of Broadway, Columbus & Bush (which you can walk on but not cross) & Kearney & Powell (which you can't even walk on). The foxes start at the Vesuvius Cafe on Columbus near Broadway, the hounds at the Chinatown Gate on Grant & Bush. The foxes try to travel from one end of Chinatown to the other & reach safety at the Gate before the hounds tag them. As soon as all the foxes are either captured or safe different foxes are chosen & another round begins. The interesting part is that (as of now) there are no other restrictions on what you can do. Chinatown is labyrinthine enough just on the streets, but what happens when we add rooftop travel? Sewers? Waiting in buildings until pursuit passes by? Taxis? Dressing as giant eggrolls? More? I'm also interested in seeing how the game will change after each round, how we'll decide on the inevitable rules changes. You'll need a comfy pair of shoes & layered clothes, & might want a flashlight. I'm for a cheap eatery after rather than a potluck. And if conditions are right we might be able to do something else after, say the bells of St. Mary's. Tally-ho!

SUICIDE NOTES

TREASURER'S REPORT: Well folks, you didn't send enough money in so Daniel & I only made it as far as Santa Rosa where we had a wonderful dinner at Howard Johnsons. Seriously though, if you want your October Nooseletter you must send in your dues now. $3 for old members & $4 for new members to P.O. Box 7734, SF 94120. I cannot stress strongly enough that YOU MUST SEND CASH! All checks & money orders will be returned. Along with your dues be sure to include your current address & your PHONE NUMBER.

P.S. I will retire as of Jan 1, 1979 & need a replacement.

Barbara Vince

Whoever organized, executed or had/has anything to do with Murder Inc. meet me in the middle of the Broadway Tunnel on the south walkway at 11:09pm on Thurs Sept 7th. No guns, knives or brass knuckles, just fists. (Spectators, for your own safety please stay on the north walkway).

John Law; with his seconds being Ben & Nellie Friedman

It really is amazing the things you learn from reading the SFSC Newsletter (particularly about the people who do the writing!). For instance, in the July Newsletter, I learned that board games are not participatory games, & that all speleologists are alike - "they are like the people in Anytown USA", non-readers of Lovecraft, "middleclass and somewhat rigid body types". Not at ALL like us SFSC members (we're special!)... Like I say, AMAZING. - The Itinerant Observer

FANTASIA MISCELLANIA R.H. Pepper (1351 5th Ave. 664-0365)
Sun Oct 8 various times & places listed in write-up, below:

I've got a couple of small fantasies I'd like to see fulfilled ("Take care of your small fantasies & the large ones'll take care of themselves", as my mom always told me) and Uncle Pepper wants YOU (goatee, funny hat, pointing finger representing typical American repressed phallicity) to fulfill them....
EXHIBIT A: WHITEWATER BALLOONING DOWN NINTH AVE.: I want to see 9th Ave between Irving & Judah ballooned (Balloon be -lūn verb, to cover entirely with balloons, as in street lights, windows, autos, doorways, sidewalks, &c) one Sunday morning. Bring lotsa friends, extra balloons, masking tape, string & anything else that you can think of. Prizes for most original balloon, best single balloon placement, & greatest number of balloons placed We'll be starting at (ready for this one, folks?) 8a.m., so that we'll be done in time to go to
EXHIBIT B: "Goodbye Joe, me gotta go, me-oh-my-oh
Me gotta go eat me brunch on de bay-ooh...." H. Williams
Or Sunday Brunch on the Bay, being an all-you-can-eat breakfast (w/ complimentary glass of champagne) on a boat tour of the bay. Boat leaves at 11am from Pier 43½, returns at 1:00, price $9.50 (whew! down with the proletariat). Bring your funniest little-poodle-overboard routine, but call me first on Sat Sept 30 or Sun Oct 1st for reservations. Then, assuming we're still awake, it's
EXHIBIT C: PLAYING IN TRAFFIC, a self-explanatory event. You can do all three events, any combination of two, or any single one. However, anyone who attends this event must participate in one of these events. Clear? No, scratch that - you can come and not participate, if you wish. Hmmm... anyway, it's 8:00-9:30 (approx.) on 9th Ave; leave at 11:00 from Pier 43½ (don't forget reservations due on 30th or 1st); & about 1:00 from Pier 43½ to play in traffic. Now mom, if I do this does it mean I'll get the four airline stewardesses & the St. Bernard? Mom? Hey, mom...!

FREE FALLING Sheila 648-4451
6:00pm at 674 South Van Ness (at 18th) Weds Oct 11th

SF Aikido Studio is offering free classes for one month in Aikido. Come early and get an outfit & practice with us or come later & sit on the sidelines and snicker. Aikido is a beautiful Japanese martial art based on the principles of leading & working with energy. After we may go out for burritos.

CROQUET MATCH OF THE KING & QUEEN OF HEARTS Mark & Maggie 648-3742
Fri Oct 13th, 10:30pm meet at the public parking lot on 9th between Irving & Judah

The King & Queen of Hearts request your presence at a ceremony of union to be followed by a croquet match, under the full moon at their invisible palace in the Hidden Garden of the Autumn Moon, Fri Oct 13th at 11:00pm. Well-wishers & other assorted revelers are requested to make themselves completely unrecognizable by means of clown-face, masks or other subtle arts. Those who seek advice on make-up may contact the King & Queen at their temporal palace located in the imponderable bucolic depths of Noe Valley by calling out the following magic words: six-four-eight-three-seven-four-two. The King & Queen however must inform their potential guests that various knaves in the hire of the notorious Jack of Diamonds may attempt to disrupt the croquet match by assassinating players with dart guns, whose positions in the game the assassins will then take over. However, the Queen's Sage (who will perform the ceremony of union) informs her that assassinated players may be reincarnated as assassins if they pay homage to the White Rabbit. The Sage also claims that if an assassin is shot by a player, the assassin can only be reincarnated as an assassin by paying homage to the White Rabbit. Once the croquet match has been completed, all well-wishers & assorted revelers will sit down to a sumptous pot-luck feast. Your responsibilites: Be at the public parking lot on 9th between Irving & Judah by 10:30pm. As many car drivers as possible. We will be going to a local public park. Dress according to the weather. Bring a towel or tarp to sit on (dew on grass), a flashlight to see your semi-glow-in-the—dark croquet ball by, dart gun, a robust potluck for four, & a flamingo or hedgehog if you have one. If anyone has access or knows of access to croquet sets, particularly balls, please contact us.

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distribute COMMUNIVERSITY catalogues call Ron at 626-8295
Sat Oct 14, 10am at Central & Page
Dress in costume & meet us to distribute catalogues throughout the city!!!!!!!!!!!!

LEAVING FOR A TRIP TO UNCLE WALT'S MAGIC KINGDOM Barbara Vince 46 Sanchez
Sat Oct 14, various times 431-2558 (7pm-10pm ONLY)
Henry Pietrofitta 282-8991 or 334-1350

I'm planning on going to Disneyland on Sun Oct 15th & I'd like those in the SC who are interested & can afford it to come along. Faced with the awesome & in fact terrifying responsibility of transporting & housing an unknown # of people, I've decided that I will print my itinirary & let people fit in with it as they can. (I will be very willing to change my plans to pick people up at various airports, but you must let me know ahead of time.) Basically, as I see it, we will be concerned with making arrangements in the following areas:

1) TRANSPORTATION: I'm planning to fly down to LA on Sat Oct 14th, leaving SF at 3.10 on Western Airlines (call me for flight info -BV). Western sells a certain number of round-trip tickets for the unbelievably low price of $27. These tickets sell fast, so if you plan to fly this route, make your reservations yesterday. As near as I can tell, all other airlines cost the full fare, but check around. When I'm in LA I will rent a car for use while there. Henry Pietrofitta will be driving down & he (bless his soul) has agreed to co-ordinate carpooling. So, let me know if you're flying & need to be picked up & let Henry know if you're driving or want a ride. (If you're rich, there are flights into Orange County airport, with buses to Disneyland.)

2) SHELTER: I will be staying with my friend Michele, who lives in LA. If you don't mind camping in her living room & will let me know in advance, you may stay there too. I may have other connections for places to stay. If you don't have a place of your own to stay, do <u>not</u> assume I will provide you with one unless you notify me in advance.

3)CLOTHING: The weather in S. CAL. in Oct. is a lot like the weather was the last part of Sept here (which I consider to be unbelievably hot). Call the USWeather Service or look in the CHRONICLE'S weather section to find the temperature down south. Dress appropriately (there are no restrictions at Disneyland other than you must wear shoes & shirts & no obscenities on your clothes).

4) FOOD: Michele has a kitchen but doesn't cook herself. If you plan to eat there, bring your own food (there are grocery stores in LA) or be prepared to eat out. You cannot bring food into Disneyland but there are picnic tables just outside.

5) MONEY: Unfortunately, this is an expensive event! $7.75 & a Magic Kingdom Card (which I can get) will get you an all day pass. You will probably end up spending about $15 inside Disneyland. Henry says it should cost between $10 & $20 round trip for gas & food along the way will probably be another $5. So plan on spending at least $30 (gulp) to go (more <u>if you fly</u>).

CENTENNIAL TIME MACHINE OR THIRD ANNUAL DRESS REHEARSAL FOR HALLOWEEN Shelley Evans
Sat Oct 14, 8pm to Conclusion 244 Liberty St SF/Delores David Welch
& Friends of the SFSC

Enter the Centennial Time Machine at your own risk! You may never see 1978 again! Come dressed in garb of 1878 or 2078 - no other attire will be appropriate! Be prepared to celebrate 2 birthdays & a house cooling & to practice for Halloween. A fashion show will be held & prizes may be awarded for especially creative costumes. This is not strictly a Suicide Club event - so prepare to mingle with the uninitiated. No darts, please - empty guns discouraged, but OK if part of outfit. BOO!

BE IN A MOVIE Bruce Collins 938-7797
Sun Oct 15 6:30, meet at 451 Judah between 9th & 10th

I will be filming "Ingress-Egress" from 451 Judah to the Follies Theatre as it might have looked on March 12th, using the hearse & other vehicles. This film will be combined with footage already shot of "The Last Show". We'll try to finish filming early since Monday is a workday. Persons attending the original event of "The Last Show" are especially encouraged to attend, but everyone is welcome. P.S. Please contact me if you have photos or other materials related to "The Last Show".

VALENTINES PARTY AT THE SUTRO Pierre and Michiko WED 14

Join in the Festivities of Cupid as the Sutro Bathhouse (coed) has a show; male beauty contest (female judges) and other assorted fun. Memberships are $25, females free.

THE INDUSTRIAL LANDSCAPE (As viewed from a unique and spectacular vantage)

John Law FRI 16 6pm/1256 6th Ave

How many times have you been put off by pseudo-intellectual snobs dropping snide remarks about "unsightly grotesque factories" or "ugly grimy chemical processing plants," or, as Blake so erroneously put it,"Satanic Mills?" There are many people who for some reason cannot appreciate the idyllic beauty and appeal of the landscape industrial. The many who feel differently will be able to savour an extraordinary vista of industrial magnificence in company of kindred souls. Requirements: Gloves, Warm layered clothing, Good gripping boots, $1 apiece for gas (we're leaving the city), A potluck dinner for 5 in absolutely unbreakable non-leak container, A small pack for potluck, I.D.
We will be ascending a very large metallic structure using a variety of techniques. The structure is over water and we'll traverse a catwalk 100 feet above the ground first. Much of the ascent will appear extremely precarious but in actuality won't be dangerous at all. A splendid time guaranteed for all.

IN SEARCH OF THE HIDDEN TREASURES OF WANDA HAMMERBECK Jayson Wechter
SAT 17 10:30 departure (am)
918 Stanyan

Wanda Hammerbeck, a California sculptor and photographer, has taken photos of popular items in our culture (a bra, a dog biscuit, a BankAmericard, a hair dryer, etc.) and chemically embossed them on chunks of sandstone which have been hidden throughout the U.S. Several are located in the Bay area, and using Wanda's clues we shall try to find them! In essence, this will be an archeological dig in reverse-searching for something new placed deliberately in old soil. When and if we find our chunk of sandstone art, we will hide it in a new and creative location, and return the self-adressed postcard affixed to it to Wanda with instructions so she may play treasure hunter herself. Bring: garden trowels, shovels, gloves & other digging implements, compasses if you have them, and warm comfortable clothes that you can deal with the dirt in. Also bring a potluck (particularly things to drink-we'll get thirsty) in a knapsack. Cars gassed beforehand.

THE BAY AREA SWINGERS SCENE Gary Warne, Nancy Prussia SAT 17 6:00pm
Reservations by Tues 13, midnight 661-4121
Lincoln & 9th Ave

We will infiltrate the entire East Bay swingers scene in separate groups of five couples each and meet later at a prearranged site to discuss what we experienced,how we felt, why we thought people were involved in this lifestyle, and even how we would have done if differently if we were the hosts for such an enterprise. There is no compulsory experiences and you are not in any danger, although you may have to be verbally assertive when approached. You may ,of course, also participate if that is your desire and there are rooms for couples only also. We wll NOT all be together at any point other than the discussion before and afterwards.

CONTINUED

SWINGERS SCENE (cont)

This is the ONLY way this event will work-Our event is WOMAN'S CHOICE and COUPLES ONLY AFTER THE WOMAN CHOOSES. A woman who wants to attend will ask a male partner and once they have agreed she will then call Gary at 661-4121 and a space will be reserved for the both of them.

They will receive further information at this time. We will take no calls from single people seeking a partner through us and no calls from men at all. We will NOT aid anyone in arranging a date.

Th discussion that preceeds our infiltration will be intensive and participants MAY receive a "essay" in advance on infiltrating being written by Judy Hait & Gary Warne. It is possible that people will yet be excluded based on attitudes presented during this talk by either the two of us OR the other members of each group of five couples.

YOUR RESPONSIBILITIES 1)$20 a couple 2) Clean shaven ,well groomed, well dressed but not ostentatious 3) Cars gassed up and ready to go we'll be leaving town 4) the ability to express your feelings and listen to and understand others feelings even if extremly divergent for ex-Someone should be able to actually participate,enjoy themselves and express this in the discussion afterwards and listen to another person who felt this was a genuinely sick human condition without each the other feeling judged. All extremes of reactions invited.

PLAY DEAD Steve Mobia SAT 17 at 8:00pm
1808 McAllister (near Baker)

A phantom search for immortality amidst colossal crypts from another century in this revival of the first Suicide Club cemetary game,"Play Dead." I devised a new version of the game last Halloween in a Long Beach castle where it was successfully enacted. Wear dark warm clothes and bring something dead to eat. If it happens to be raining on this day, come anyway and an indoor playing area will be used. Also, every participant must read the following:

PLAY DEAD (a ritual hide and seek) by Steve Mobia

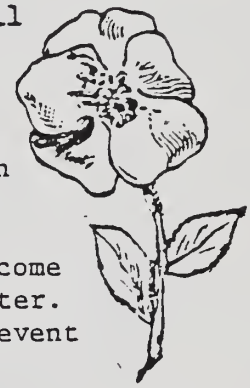
'Bare Bones' of the game: A death figure and a God figure are chosen from the participants. The God figure leaves the group and hides the 'cape of Immortality' among thetombstones, then returns to the group. At this point everyone (except 'death') scatters while God holds Death for a minute, then sends Death out in search of the living (everyone else). If death tags one of the living, the tagged one must put on a black visor mask which makes that person Death's servant. The servant then assists Death in catching the living and making them Death's servants also.
Is there any hope for the living? Yes. The 'Cape of Immortality' must be found, for if a living one finds it and puts it on, the wearer becomes immortal and can overcome the Death figure, thus concluding the game.
If a Death servant finds the cape, the servant must go fetch Death. If Death puts on the cape the game automatically ends and Death wins.

CONTINUED

PLAY DEAD (cont)

'The Immortal': If you are alive and find the cape, you can become immortal. This means no one can make you Death's servant and it is up to you to find and destroy Death. There is some strategy though, for even though you can destroy Death, the living may still lose the game. For 'when the role is called up yonder' and if the number of dead outnumber the living, Death still wins. And so it is wise for you to 'raise the dead' by tagging Death's servants, removing their masks and bringing them back on the side of the living. The newly resurrected then can help you in finding Death though they are still vulnerable to Death's servants.

And so now you have some idea as to how the game works. Other details will be provided upon your arrival.



ENTER THE UNKNOWN Daniel Spero 431-0796 SUN 18, 12 noon 475 Dolores #2

To come you must register, to register give me $2. It will be on a first come first serve basis. The limit is 15 people. Feb 1 is the last day to register. Bring: 1) a good potluck dinner for five, 2) cars if you have them. This event is a classic.

MATINEE: Laurel & Hardy, Swiss Miss / Zorro/ Gene Autry SUN 18,8pm 1323 12th Ave.-see SAT. MATINEE

MON 19 DEADLINE for March Nooseletter

THE PATCHWORK QUILT ADVENTURE Peter Field SAT 24 at 1:00pm

1332 SIXTH AVENUE (IRVING AND JUDAH)

Once more a suprise combination of mini-events to amuse and delight you. Have a mini-event planned and scouted out to spring on everyone else as a total suprise. Since it's your event, you're in charge. There will be know group decision making allowed. Therefore, be prepared to direct everyone instead of asking them what they want to do. The purpose is to avoid the endless discussions that seem to bog down events and concentrate on having fun instead. The other requirements are:

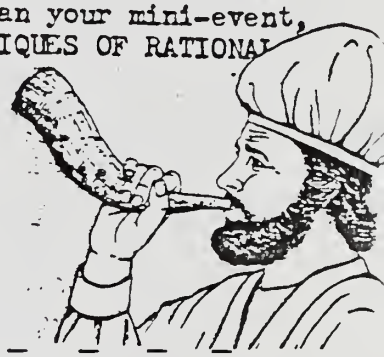
1. Plan to stay for the entire Adventure. Dropping out in the middle is a bring down for the rest of us and is therefore not permitted. Most PWQAs last from four to eight hours.
2. Bring a substantial potluck for five count 'em five people as you're gonna get hungry. Non-breakable and non-leakable containers only, please.
3. Bring a flashlite with fresh batteries that you can hold in your mouth to keep your hands free. (The Mallory 805 is ideal for this and is available at California Surplus at Mission and Seventh Streets.)
4. Bring $3.00 ($2 of it in change.)
5. I.D. may be required, depending upon the nature of individual mini-events.
6. Bring a book in case number five delays us. (However, the worst has yet to happen during a PWQA.)

CONTINUED

PATCHWORK QUILT (cont)

7. Because of the possibility of number five, minors are not, unfortunately, allowed.
8. Bring a pair of sturdy leather gloves.
9. Bring a knapsack to put all of the above in to keep your hands free.
10. Wear old clothes that you don't care about any more.
11. Bring cars. (Gassed and oiled beforehand, please.)
12. Wear a pair of solidly constructed boots with good gripping soles.

Things you should know: Any other necessary materials will be provided by individual organizers, possibly at a nominal cost to you. Some events might involve varying degrees of danger. There will be a first aid kit and someone trained to use it on the entire event, however. Garbage bags will be provided. Finally, when you plan your mini-event, I strongly recommend you take a look at ORGANIZING CHAOS: THE TECHNIQUES OF RATIONAL SUICIDE in this nooseletter.



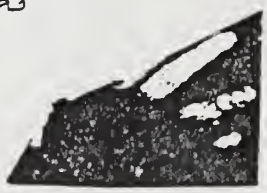
ANTI-WORK RALLY — Pierre — SUN 25 at 1:00pm, City Hall steps

Down with more property than you can use that forces us to pay rent or slave to buy a house! Down with a non-lifetime of deferred dreams! We want control over our own lives and we want it now! We will be protesting the negation of our lives caused by that absurd activity: alienated work. If you wish please come dressed in your or would be uniforms of slavery (secretaries, blue collars, and whatever), and any signs you can think of i;e; down with work!, I don't want to be here/ Workers against work.
For more info call the Universal Organizing Committee of 1,000 of Workers against Work, 665-6214.

SUN 25 DEADLINE: Remembrance of Things Past (Fri March 2)

COMEDY FILMS (Off the Wall) Zorro/Gene Autry — Bruce Collins — SUN 25 at 8:00 pm, 960 Bush

The best of Off The Wall Cinema's Super-8 Comedy Films plus Ch. 7 of the MATINEE program's Zorro and Gene Autry. Costs $2.



THE PATCHWORK QUILT ADVENTURE VII SATURDAY AUGUST 19 2PM 1332 SIXTH AVENUE (IRVING & JUDAH)

LATECOMERS WILL GET LEFT 8

Several people told me that they liked the idea of reading about what happens on the PQAs, so...

The first event was to the Imperial Hotel, on Fourth Street between Mission and Howard, which has been deserted for the past ten or so years. Two of our friends opened it up the day before and hung a huge banner in the front of the building saying that it was the grand reopening with the first months rent free. An hour was spent exploring this building and touring various spots of interest. The next event was...well, come on the next PQA and you'll find out the same way I did. The next event was a game of truth or consequences in the Panhandle in front of, of course, Harkness Hospital, the consequence being a load of coconut cream pie. We then adjourned to Harkness itself where after a brief clean up after the Midnight Carnival the night before, we explored all the parts of the hospital I've never been to before. Then a potluck stop and reading from Sherlock Holmes for the benefit of those who couldn't fathom the Holmsian little mysteries appearing in the last two newsletters. The next attraction was a real movie opening at the Exploratorium complete with awning, limosines, media, searchlights and screaming fans and autograph hounds. The object was to get an autograph. It was bizarre beyond belief. The finale was a tour of the new Children's Playground in Goldengate Park which is really a playground, obstacle course and muscle beach rolled into a huge night time phantasmagoria of wierd shapes and angles.

Once more, the requirements:

Have a mini-event planned and prepared to spring on everyone else as a total suprise. Since it's your event, you're in charge. No group decision making allowed under any circumstances. Ergo, be prepared to give instructions. The order of events will be determined by geographic location and time requirements to minimize travel times and distances. Since we have no way of knowing what to bring, bring everything, including:

A POTLUCK MAIN DISH in an unbreakable a,d non-leakable container.
A flashlight w/ fresh batteries.
$5 ($2 of it in change)
Sturdy gloves
A good book in case of arrest
A knapsack to put it all in and keep your hands free. (A paper bag is not adequate.)
Wear old clothes you don't care about.
A change of the above is optional but recommended.
Gas and oil up your cars BEFORE you come.
Your mini-event shouldn't cost participants more than $1 each.
No illegal drugs or alcohol is allowed.
Minors must be accpmpnied by parents or legal guardian.

PETER FIELD

PE 25 Fri evening: STARLIGHT BALLROOM

Visit the Starlight Roof Ballroom and we'll dance the night away--into another era--into a night your father would have known in his youth. In fact, relive that era with people who have lived it--I have connections with the older set(age 60-90) who would love a night on the town, The dancing is not hard and we'll do some coaching before we hit the dance floor(and things go much smoother when your partner has all the moves down and lots of experience).
I also need your help. Many of the Seniors who would like to come have problems coming alone especially after dark, Ifyou can help provide transportation or would like to be an escort(if you don't have a car an escort on the bus wouldbe very helpful and also enjoyable-- with conversations you don't experience everyday.)

Call me at 285-3139 or 626-1210(T, TH, F, 10:30-6) to tell me if you can co,e (I need an idea of the numbers), if you can help, and to recieve details.

KATHY KAY

FEEEEEEEEEEEBBBBBBRRRUUUUUUUAAAAAAARRRRRRYYYYY.

MARCH

REMEMBRANCE OF THINGS PAST — Kathy Kay — FRI March 2 at 7:15pm, Avenue Theatre, 2650 San Bruno Ave

After dancing at the Starlight Roof Ballroom a few months ago--I have had numerous requests for another party from the older people I work with (some wanted to try disco dancing next). But this time your're invitedfor movies at the Avenue Theatre: It with Clara Bow (the movie that made her famous as the "It" girl) and a1932 short entitled Hollywood on Parade with clips about c. b. and a singalong organ concert.

INITIATION SAT 3 — Details to Be Announced — SAT 3

3rd ANNUAL FORMAL GOURMET POTLUCK ON GOLDEN GATE BRIDGE — SUN March 4 at 3:00pm

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mystery event — Details to Be Announced — SUN March 11

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PAST LIFE WORKSHOPS — Kathy Hearty — BY APPOINTMENT, 621-7375, evenings (keep trying)

I plan to lead a few workshops to explore past life recall, using a commonly used method of guided meditation. Dates will be arranged (probably on a Saturday morning) by calling me.

CULT ENCOUNTERS OF THE THIRD KIND (Future Event) Neil, Maggie & Mark 648-3742

We propose a journey into a legendary recess of the Mojave Desert known as Giant Rock. Since 1953, Giant Rock has been the headquarters of a religious organization known as the College of Universal Wisdom. This organization is one of the earliest, and certainly one of the most famous UFO-related religious organizations in the country. The area around Giant Rock has been rife with reported sitings, and contacts, for about thirty years. Observers include many people (even someone we know) who are not involved with the College of Universal Wisdom. Of course, the members of this church nearly all claim to have seen UFO's. Some even claim to have been aboard extraterrestrial craft.

The people at Giant Rock believe that the "space people", as they call the UFO inhabitants, are here to save us from an impending apocalypse. This apocalypse, they claim, is associated primarily with nuclear weapons, nuclear, power plants, environmental pollution, and geophysical upheavals. They are very Christian in their approach, and in their minds the notion of the Second Coming and the coming of the space people are not too far apart.

For over twenty years, the people at Giant Rock have been working on a large domed structure called the Integratron. They claim that the space people gave them instructions on how to build this rather massive device. The integratron was completed last year, and is now in operation. The people at Giant Rock believe it is a rejuvenation machine.

CONTINUED

F-14 IRAN

CULT ENCOUNTERS (cont)

We propose the following general itinerary for a weekend this spring: We arrive at Giant Rock, by whatever means of transportation we work out, by Saturday at noon. We talk with the people there, and view the Integratron. (We have permission at this time to take a party of SFSC into Giant Rock). As evening comes on, we will journey a few miles away to an even more remote part of the desert, near what is claimed by locals to be an Indian religious site, where we will camp for the night. Sunday morning we will depart and head back north.

We obviously cannot promise anyone a siting, and we really can't promise that the people and facilities at Giant Rock will be worth the 500 mile journey for everyone that decides to go. However, we do guarantee that the desert will be a remarkable and powerful experience, particularly for those who have not encountered it at close hand before.

If this potential event interests you, please call Mark of Maggie at 648-3742. If there is enough interest, say at least half a dozen people, we will get together and plan the event. Also, we have some material on Giant Rock at the house, including tape recorded messages from supposed space people to the people at Giant Rock, which you are welcome to come over and check out.

**********REST OF THE NOOSELETTER**********

LET'S DO IT AGAIN!

Anyone who is a Member of the Suicide Club and wishes to purchase a T-shirt, please give your name, address, phone #, size (S, M, L, or X-L), colour preference (red or black) and $ 3.50 in cash to Sandy Hutchins, 1323 11th Ave SF 94122 by Wed Feb 28.

**Mel Pinney--your shirt is on the way

**Terry Lattimore--or anyone knowing how to reach her--please call me.

TREASURER RETIRES

Barbara Vincent, treasurer as of the last Nooseletter, has resigned. Her successor is the dashing, inimitable Jayson Wechter. We at the Nooseletter were cheered and inspired by her presence.

Send future financial corresponance to Jayson, % Box 7734, SF 94120.

PUBLIC NOTICE OF APOLOGY

For some time I've felt the need toexonerate myself from Peter Field's reproachful gaze. You see, I didn't realize how much I screwed him up on the Midnight Carnival. Peter, in full view of everyone else, I'm sorry. This apology has been a long time in coming , but its here.

-Pierre

Man Called Dagger (1968). A secret agent, Dick Dagger, is up against an ex-Nazi posing as a meat packing executive while planning to take over the world by planting mind-control devices in the teeth of his henchmen. Terry Moore, Jan Murray.

P9 8.1 x 10

AND NOW FOR SOMETHING COMPLETELY DIFFERENT THURSDAY MAY 3 7:30 PM

1332 SIXTH AVENUE (IRVING AND JUDAH) PETER FIELD

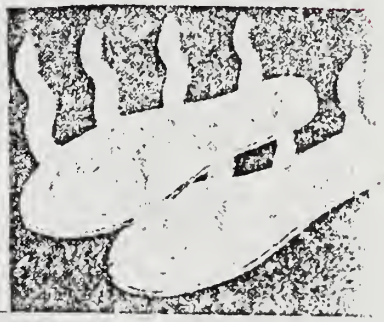
When's the last time that something completely mysterious happened to you? Something that you didn't know was being planned or, that you didn't realize was planned even as it happened to you? One of the many things missing from contemporary life, with its calendars, nine to five jobs, marriages, and general fading into oblivion, is that we run away from the unknown or, worse yet, try to control it as it happens so that its adventure is lost. If you don't think this is true for you, then ask yourself when was the last time you allowed yourself to be taken somewhere by a total stranger who wouldn't tell you where you were being taken?

We'll meet once to spend a short period of time agreeing to let the unknown happen to us for a period of one month following the meeting. After the meeting, we'll use our individual ingenuity to arrange unusual and unexpected adventures into the unknown for our unsuspecting fellows without warning. The rules are that the experience can't harm anything or anyone, doesn't cost more than $10 for the victim, and that it happens without warning. Beyond those you're free to cook up whatever your diabolical little minds can think of. And, since when this happens to you it may cause some disruption in your life, such as being kidnapped on the way to work (Heaven Forbid!), you must enter into this event aware that this is just another aspect of facing the totally unknown. (For you unredeemably anal retentive types, a schedule of not OK times to be suprised is optional and will be printed and circulated.)

One final note: obviously some of your schemes will take more than one person to pull off, so it is legit to recruit other members of the event, or even non-members, if you think that this will make it more interesting.

May 5 9:00 AM Sharp WHOLE EARTH FESTIVAL

U.C. Davis will be holding its annual Whole Earth Festival this weekend (5/4-6). Today, between 11 and 1, we will be refereeing a few thousand people playing New Games. We need playful folks to help referee hunker-hauser, earthball, caterpillar, the lap game etc. (refereeing is fun and rules can be learned quickly) Bring a strong voice, clothes to play and shoes to run in, picnic lunch, cars gassed up (drivers) money for gas (non-drivers). Drivers please be early. We will be back by late afternoon.



Another payout from Aerospace Researc

- Adrienne 411 Cole (752-7526)

---- OF NOTE TO HARD-BOILED SUICIDES ----

I want to wise-up you mugs to the fact that my Dashiell Hammett tour is goin' commercial. From now on I skip the pennyante action and go straight for the big money. Yeah, I'm chargin' for the wear and tear on my gumshoes, $1.00 for every shadow followin' me around Frisco. Next month I'm layin' out 3 of the regular daytime tours, but I figure you brave-butted wiseacres might crave something with a little more excitement. So I'm oiling up two NIGHTTIME Hammett tours. One Sat. May 5th. The other Sat. May 26th. Both at 7p.m. Call my office at LOmbard - 47021 if you've got the guts to gander Hammett hangouts in the dark, sweethearts, and I'll give you the layout.

---- Don Herron

When I see a long- or fuzzy-haired man, I get the sneaking suspicion that he hasn't washed his socks for weeks."
— Marie Osmond

THE TRI-ANNUAL INITIATION INTO CHAOS, CACOPHONY & DARK SATURNALIA

Saturday, April 4, 7:00 PM SHARP or you'll be left
7th Ave. & Lincoln (baseball field) SF

An outdoors urban adventure in the best SFSC tradition, and a perfect jumping off point for friends & acquaintences who've shown an interest in what we do. In keeping with the tradition of not revealing the nature of the initiation, nothing will be revealed here. However, IT WILL BE LEGAL, though perhaps more vigorous than our last initiation (leave the formal clothes at home).

BRING:
--Vehicles gassed up.
--Comfortable walking shoes.
--Warm, loose, preferably dark clothes.
--A small flashlight.
--A potluck meal in a knapsack, especially something to drink.

There may be a very small materials fee (under $1.00).

JAYSON WECHTER 665-7644

SURPRISE!!

or--if you can't plot against your friends, who can you plot against??

Tuesday, April 7, 8:00 pm--1320--7th Ave. (at Irving), SF

Not long ago, an unsuspecting young man was invited to go mushroom hunting in Marin County. He and a friend trekked happily for several hours, and were driving home when the friend suggested they ckeck one more spot where mushrooms were often plentiful, just outside a cemetary. As they climbed to the top of a small rise, a death-headed, cowled figure rose out of a shallow grave, beckoning them to follow. They were led to a small, misty graveyard, where fifteen of the unsuspecting man's friends were waiting to attack him with foam-rubber swords. "Surprise!", they said.

Yes, surprise. How few surprises there are in this artifically ordered, constraint-bound world. But certainly everyone knows at least someone they'd like to surprise in some mischievous or insidious fashion. Well, this is the opportunity to plan and carry outall sorts of interesting, uh, surprises on folks we know. With our creative energies and resources pooled, I', certain we can think up and carry out some dandy surprises on people who won't know what's coming.

The idea is this--the people at this meeting will plan surprises for friends of theirs who don't attend (if you're paranoid, you'd therefore better show up, or else run the risk of being plotted against). The surprises can involve most anything--elaborate role-playing by strangers, animal costumes, crazies, mock-kidnappings--as long as no one is being physically hurt and no serious laws are broken. Birthdays are typically an appropriate time for surprises, but think how much more unsuspecting someone will be if you plan a surprise that's nowhere near their birthday? (many people conceal the dates of their birthday for just this reason, but it won't work here).

Try to have in mind one or more people you'd like to plot against. If you don't have a surprise in mind, no matter. We'll think of something, devious little schemers that we are!

Jayson Wechter

STAR PARTY Thurs. August 7 7-10 PM

Next time you're abducted, be able to carry on informed conversations about the universe. Planning meeting with informative and entertaining slide show with John Dobson of the Sidewalk Astronomers.

Meet at 3923A Sacramento St.

Now Isn't That a Kick in the Head!

The Department of the Interior has come up with an intriguing plan for managing the wild burro population in Grand Canyon National Park. The proposal includes "inviting members of the public, at their own expense, to capture and remove the burros live." What we lucky citizens are supposed to do with the burros once we capture them (an iffy proposition in itself) isn't specified. Make them household pets ("This is Spot, our dog, and Pedro, our burro")? Ride them to work, thereby solving problems for both the Departments of Interior and Energy? Turn them into burro burgers?

AND...AND...AND...

We will be joining the Sidewalk Astronomers and their telescopes at Fremont Peak (100 miles south of S.F.) on Sat. August 9. Some minimal camping and gas costs. Remember, August is meteor shower month.

Maureen Rowland 668-5439

ASSASSINS Sunday, August 10 2 PM

You are a ruthless, experienced, highly-paid assassin. You have been brought in from the East to eliminate a not unsuspecting member of the San Francisco Brotherhood of Assassins. The terms of your contact are as follows:

1. You must make your kill within one week of receipt and acceptance of the contract.
2. You will be provided with only the name of your target.
3. You are free to determine the method and means of completing this contract as you see fit. (i.e., the ever popular dartgun, a package with a "bomb" in it, etc. More will be explained at the meeting). However, you are bound by the following stipulations:
   A. At no time may you inflict physical damage upon your target
   B. You will be held financially responsible for all property damage which you may incur during the course of your contract;
   C. In keeping with the high ethical standards of your profession and the brotherhood, your actions will not take place in your target's place of employment or otherwise serve to endanger your target's employment status.
4. You may not kill any witnesses or bystanders. Stealth and subtlety in killing are testaments to your professionalism and the foundations upon which your reputation rests.
5. At the first meeting the assassins will be divided into two teams. You will not know who else is on your team until the week is up and the master list is made available. Your victim, of course, is a member of the opposing team.
6. The winners will be determined by the number of surviving members of each team. This makes it highly inadvisable to "hit" anyone other than your intended victim, as they may be on your team.

The Brotherhood of Assassins will meet at 1451 Larkin(at Sacramento) to receive their contracts. Do not come armed. The building is neutral territory for now. Barry Wolf 673-7079

CASTING THE RUNES

Deadline for registration: May 5th

On May 6th a magic runestone will come into circulation among a certain population of people. On May 26th an all-powerful demon will materialize in this dimension, seek out the holder of the runestone, and destroy this person, both in body and soul. The first holder of the runestone will thus seek to pass it on to other "players" in the group in an effort to avoid the curse.

Jeme
Barbara
Jim
John
Henry
Bob
Jean
Mark

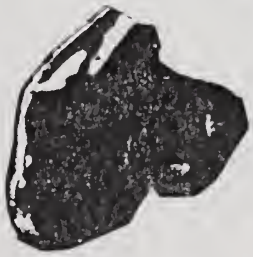
Usually it is difficult to transfer the runestone. The new holder must accept it voluntarily, and who in his right mind would accept such an object? Thus, subterfuge is called for.

The runestone could be passed to another in a wrapped package, or perhaps a hollowed-out book. It could be handed to her with equipment during another event. It might be served in food at the Grotto or the Mission Rock. The transfer is valid as long as the prospective holder accepts the runestone or its concealing object voluntarily. It cannot be "slipped" into that person's clothing, backpack, or other possessions. Also, third parties are ruled out, which would be the case in mail deliveries. Only players in this event may handle the stone.

You must notify me by May 5th that you are playing--include your address and phone number. Do not call me at work. A list of players will be passed out to everyone. The last few days should be particularly suspenseful as people try frantically to pass the runestone on. Not everyone may actually possess the runestone during the game, but everyone will certainly be suspicious of everyone else. I will not play but I will facilitate.

Feel free to travel to New York, hurl the runestone into the Atlantic, and return to San Francisco--you will still be considered the holder and on May 26th the demon will materialize to GET YOU.

--BILL KOSTURA



POKER

Tuesday, May 13th, 8:30 pm, 1323 11th Avenue.

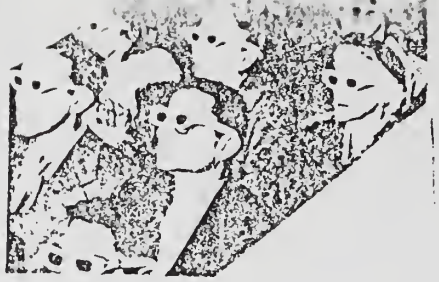
Poker. We will play it. Bring: lots of money, card table and chairs (call me), your own booze and snacks, any poker chips you have. Leave your sidearms at home. If you know of any particularly good, exotic versions, let us know of them. I know of one called Anaconda which involves six rounds of betting and a high/low split of the pot.

Does anyone remember the rules for Dynamite?

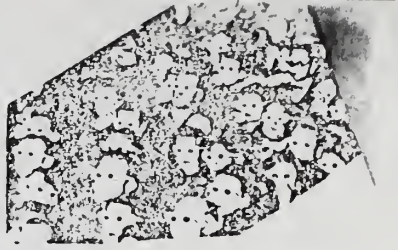
--BILL KOSTURA

a patient who identified himself with "Star Wars" villain Darth Vader.

"He even looked like Darth Vader with this rigid, clenched jaw," said Dr. Dusay. "He had no friends and was very critical of other people. The very first time I saw him, he came in and announced: 'I'm Darth Vader.'



1:30 P.M.
(2) Island of the Burning Doomed (1968) Scientists try to discover why the temperature keeps rising and what is making an ear-shattering noise. Christopher Lee, Patrick Allen ★



pg. 382.

May 12 All Day "A Trip To Redwood City Wildlife"

A mere twenty miles to the south, in the sluices off of Redwood City Harbor, is an extensive bird sanctuary. This is one of the major stopping places for migratory birds and is also the home of many bay birds. I will be leading a group of people in rafts through the ins and outs of the area to see what we can see. (It is not the right time for migratory birds, but the shore birds are in various stages of the mating and hatching cycle)

For this event you will need:

1) 2 sets of clothes - count on getting one of them wet. A towel.
2) $5.00 for boat rental, $2.50 for transportation, $4-6.00 for lunch = $11.50 - 13.50 total.
3) Binoculars and a bird guide book would be nice, sunscreen and hats with visors are also nice.

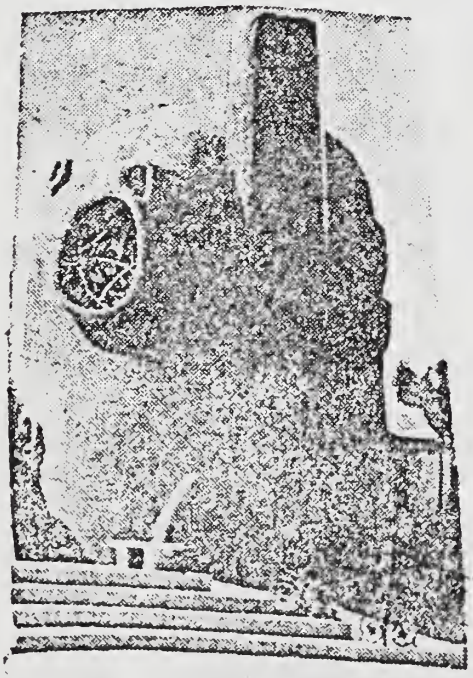
We will be rafting in very flat water, so ability to swim is not necessary.

I will have room for at least 8 people, more if I can get the boats.* To come, you must send me a post card (Barbara Vince, 46 Sanchez St., SF 94114). I will not accept reservations by phone. It will be first come first serve, with the exception that the first two drivers to identify themselves on the post card get the first two places. Plan to be gone from 9AM to 6 PM (I will contact you for specific times). After we're done with the rafting, I want to go to a place called "The Good Earth" in Palo Alto. It can best be described as a health food Denny's.

* canoe/raft owners please call - Barbara Vince 431-2558

Milan

Hundreds of unqualified Italians may be practising medicine, dentistry and other professions under false diplomas issued by a forger arrested on Saturday, police here said yesterday.



May 13 10:30 AM "Knock Three Times"

Meet at 254-B Central Ave.

In walks through the city, I often see some beautiful houses and wish I could see the insides of them. For this event, write down the addresses of some particularly attractive homes in the city. We will go in small clusters, armed with brunch (O.J., pastries, tea, etc.) and just go knock on the doors and see if we can be invited in for a look-see and friendly communion.

This is an exercise in urban trust. How many people will open their doors to a group of smiling strangers? Here in S.F., I bet some will. Let's find out. Love, Shelley.

Responsibilities: 1) addresses 2) money for the bus 3) edible gifts for the natives

Worcester, Mass.

A 68-year-old part-time school bus monitor was killed by an infection that set in after he was bitten by a child six weeks earlier, officials said yesterday.

"Once during an accident my whole life flashed before my eyes — and I fell asleep."
— Pat Boone

A defective switch on one of the lab samples made it impossible to turn the toy off,

RIDING THE RAILS

Friday, Saturday, and Sunday, May 9th, 10th, and 11th
Meet Friday, May 9th, 7:00 p.m. at 1320 7th Avenue--DOORS LOCKED AT 7:10 P.M.

How many of you know how the old U.S.A., reputedly the richest, most powerful nation on earth, attained its unchallenged pinnacle of success? Come now--who can tell us exactly how we so colossally outdistanced the Limeys, the commies, the Jerris, the Vatican, the Spaghetti Benders and the combined Zulu nations? Do you know the main reason we are so stinkingly, oozingly, undeservedly wealthy? Was it George Washington Carver's peanut? No! Was it Jack Daniels' distillery? No! Was it Teddy Roosevelt's influence on the doll market? No! Was it slave labor? Well, probably. But most importantly it was Rock Island, Erie, Clinchfield, Southern Pacific, the Milwaukee Road, Santa Fe, Union Pacific and Burlington Northern railroads.

Their names alone have that lyrical quality which carries a magic all its own, conjuring images of a frontier long since tamed, a nation built across valleys and plainswhere a train whistle at dusk was a sad and wonderful sound. It spoke of places far away, it called to the wanderlust in all men, it spoke to that tiny, wondrous, child-like thing in all of us which dreams of what lies beyond the next hill, and the hill after that.

For over a century, the boxcars and flatcars and locomotives bearing those names have rumbled across America. They carried the natural resources ripped from the bowels of the earth. They carried machines and fuel for our thriving industries. Livestock, grain, cotton, vegetables, they all went by rail. And, in periods of economic blight (as well as most other times) poor slobs like you and me went by rail.

This is the chance to live out the fantasy sketched in song by Woodie Guthrie, Jimmy Rodgers, and Hank Williams, and in a story by Jack Kerouac and Neal Cassady. A chance to forget freeways and gas gauges and Triple-A maps, to ride bouncing and clattering into our cultural past, a chance to let that kid inside you still called by the lure of train whistles at dusk get up and run away from home and responsibility--if only for two days.

We'll be taking off for the entire weekend to hop a freight and ride the rails. We'll be leaving from the Bay Area Friday night, will ride a freight train as far as Roseville, California (near Sacramento) or possibly to Reno (depending on the train schedules) and will return by bus (or hitchiking--whichever you prefer) by Sunday night.

The logistics of getting thirty (or more) people into a boxcar will be comical, challenging, and incredibly rewarding once we rumble on our way. The event will not be very physically strenuous, but certain points must be borne in mind:

1. We'll have to move quickly and quietly around the freight yard.

2. We may have to wait quietly for a very long time in a dark, cold boxcar 'till we get a train out; patience is a necessity.

3. Once we get going, we're stuck together in a boxcar for at least eight hours, so you can't suddenly decide you'd rather catch the midnight show at the Strand.

REQUIREMENTS:

1. SLEEPING BAG - Preferably a small down stuffed one. The lighter and more compact the better. However, be aware that it may get awfully cold. We suggest you check the weather maps in the paper for Roseville, Reno and all points in between as a guide.

2. SLEEPING BAG (INSULITE) PAD - The floor of the boxcar is cold and hard. Without a cushion you won't get many z's.

3. FOOD for 1 1/2 to 2 days.

4. 1 QUART OF WATER IN AN UNBREAKABLE CONTAINER - Bring more if you tend to get very thirsty.

5. A WORKING FLASHLIGHT - Small are better than large, heavy and bulky, but check the batteries or buy new ones beforehand. It gets awfully dark in them boxcars at night.

6. WARM, LAYERED CLOTHING THAT CAN GET DIRTY AND DUSTY - Maid service on the boxcars is sporadic at best. Leave your white twill pants at home.

7. STURDY SHOES.

8. A SMALL STURDY BACKPACK TO CARRY THIS ALL IN. PACK LIGHT! You will have to move quickly at times and jump from a height of two to three feet. Leave extraneous items at home.

9. YOUR HANDS MUST BE FREE! Your packs should be solid and fit securely. However, leave the big frame packs at home.

10. MONEY FOR BUS FARE HOME - (unless you definitely plan to hitch) and other potential expenses. Fare from Roseville to SF is $8.57. From Reno to SF is $21.30.

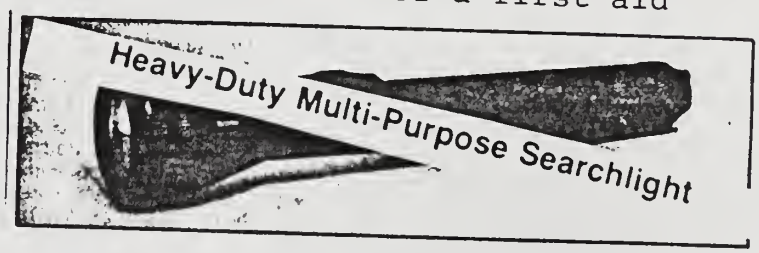
11. $.50 TO $1.00 MATERIALS FEE - To cover the cost of a first aid kit we will bring along.

12. ID AND NO DRUGS

SUGGESTED ITEMS:

1. A good book to read.

2. Gloves.

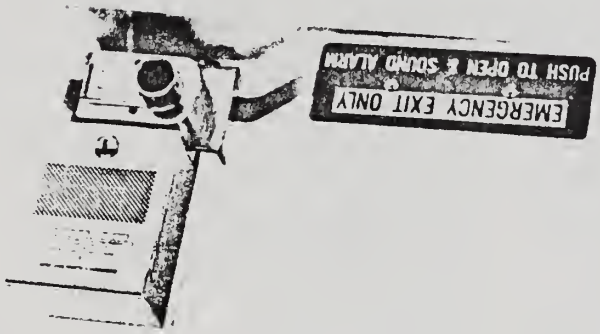


Designed to give policemen, security guards, contractors years and years of dependable service. This rugged, shock-proof searchlight molded of yellow polypropylene has a 3-position switch with definite on/off plus instant on/off button for critical situations. It's perfectly weighted. Light beam is broad and long range. Searchlight requires just 5 standard flashlight batteries (not incl.) for 7½ volt power. 15¾" long. Extra bulb in end cap. Shp. wt. 1¼ lbs.
10-107 Multi-Purpose Searchlight .....$12.65 ea.

3. Small musical instruments.

4. Toilet paper.

5. Booze in small quantities (it's a hobo's tradition).



--JAYSON WECHTER (665-7644)
JOHN LAW (665-5329)

LOST BEACH AT THE END OF THE WORLD

Saturday, May 17th, 11:00 am. Meet at The Thinker in front of the Palace of the Legion of Honor in Lincoln Park.

While walking along the beach from the Cliff House through Land's End, there are places where the sea comes up against steep rocks and the walker is forced to walk along the top of the cliffs. As one walks and looks down the steep cliff face, it seems that there is no way down to the rocky beach below, save the proverbial fast way down (Hi, Peter!). At last, though, one comes to an easily-missed trail which doubles back along the face of the cliff, getting lower in elevation all the time. Before long, you have a sheer cliff face on your left and a sudden drop off on your right. You can see, far off in the distance, where the cliff turns in front of you, and the trail on the cliff face is visible as well. The trail ends at sea level in a small beach, probably the rockiest and most secluded in San Francisco.

There is excellent rock climbing available, and a chance to observe some tidepool life. For those so inclined, a small sandy beach can also be reached by a fork in the trail--clothing is optional. Bring a sack lunch and something to drink.

Despite the precarious description I've given above, the trail is at all times wide and easily negotiable. However, there are places where brush does grow on both sides of the trail, with an occasional tentacle or two of poison oak which could reach out to grab the unwary. So, wear long pants and a jacket for protection against this.

I think this is one of the most beautiful places in the City.

--BILL KOSTURA

NIGHT ON DEVIL REEF Sat. August 16 4 PM
7th and Lincoln

Are you tired of being warm and comfortable?

Don't you find it boring, being relatively insulated from most threats of physical hardship and potential bodily harm? (barring, of course, random acts of violence perpetrated by psychotic people, car accidents, of nuclear fallouts.) Would you like the opportunity to cultivate your very own "Innsmouth" look?

If these questions intrigue you, then perhaps a night on Devil Reef will cure you of your curiousity.

We shall be spending the night on a huge rock off the coast of California. The rock is acessible only around low tide. We will arrive about 3 hours before low tide in order to explore the cliffs and aquatic creatires which abound in this area. Once we are on the island for the night there is no way off again until the next low tide at 9:00 the next morning. The ocean spray and perhaps seagull excretion will hit all but a few places; the wind will blow and the fog swirl.

We shall have breakfast the next morning (assuming we survive) at a seaside restaurant.

Bring cars and be prepared for cold, damp, and dark conditions and perhaps sunrise.

Those who wish to explore the tidal pools and cliffs, but do not wish to spend the night are welcome, but they must be prepared to arrange their own transportation back.

ABSOLUTE REQUIREMENTS FOR SPENDING THE NIGHT:

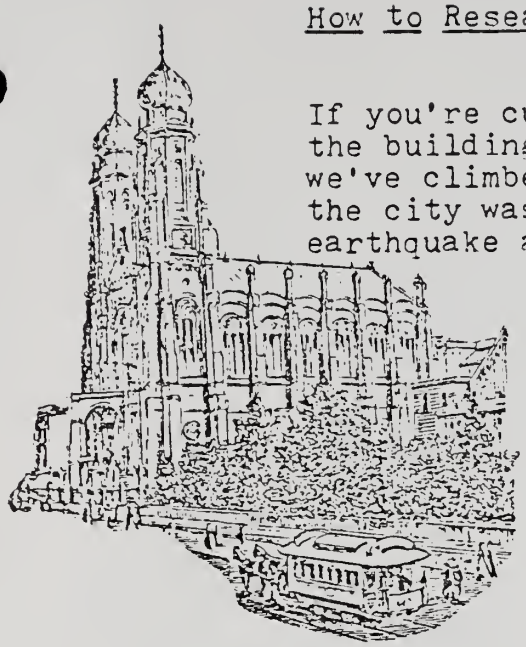
1. WOOL (Beg, borrow, buy or steal, but it must be wool) socks, pants, shirts. The layer of clothing that touches your body must be wool!
2. Good climbing shoes. 3. at least one quart of drinking water in an unbreakable container. 4. food to share-high energy fruits, nuts, candy, etc. 5. flashlight 6. extra set of clothing to leave in cars for Sunday morning (including shoes) 7. I.D. 8. a pack to hold the preceding.

Note: this event has no guarantee of being fun, warm, or safe. We feel it will be memorable.
Please call if you plan to reserve a spot at our seaside hotel. There is room for 10-12. Sandy and Sheila 285-9145 or John 665-5329

MOBY GRAPE STRIKES BACK Sunday August 17 10:30 AM

We will meet at Mission Rock Resort's upstairs sundeck. Eat Hearty. We will proceed up north into the wine country and visit selected wineries, tasting as we go. 21 years old and over only. Bring valid I.D. Afterwards we can stop at a fine Napa Valley restaurant. We may have to fly back...
Ed Chainey 665-9636
P.S. Bring enough money for eating, driving, etc.

How to Research San Francisco History -- a class



If you're curious about the history and people behind the buildings and sites we've explored, or of the bridges we've climbed; if you would like to know more about what the city was like in the days of Hammett, or before the earthquake and fire, or before the white man came -- then this is the class for you. I'll be telling you where to find the books and the research libraries, and you'll get an extensive bibliography of all the books, periodicals, and other sources I've found useful. This first class limited to 15, so call ahead to"register". Bring $1 for xeroxing costs.

Tuesday evening, April 21st. Call 661-4121 in advance.

-- Bill Kostura

The Thing in the Burying Ground

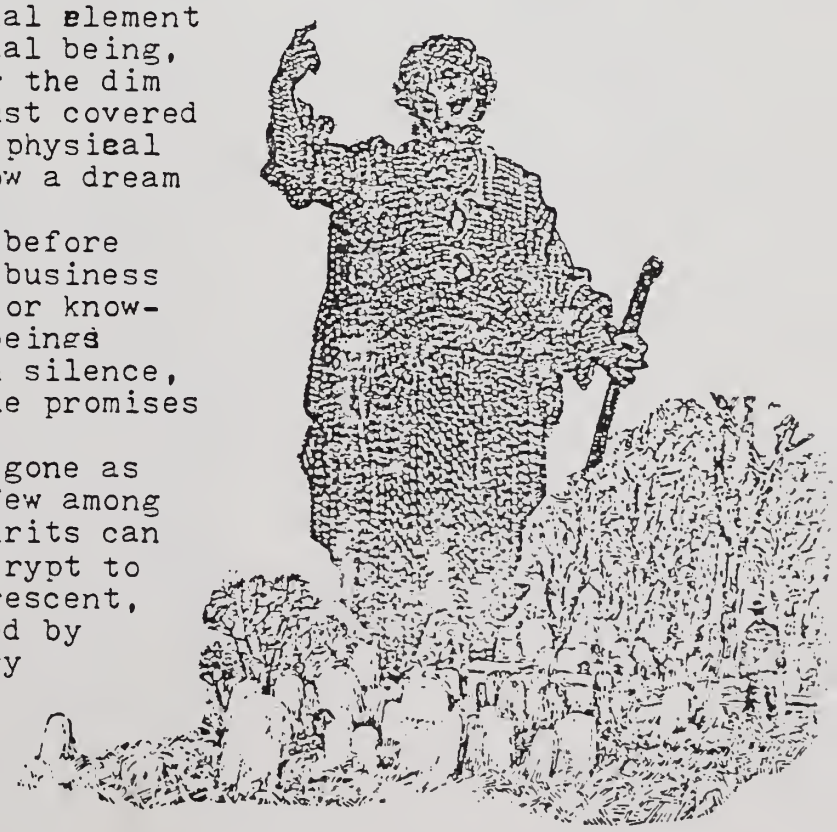
"There are more things in heaven and earth than are dreamt of in your philosophy."

There are people who believe that life knows no end. Death, they say, is merely a way station,a brief interlude dividing the sometimes painful flashes of illumination that humanity has designated "corporeal existance."

Some feel that certain spirits of once living creatures, because of unmentionable crimes once committed or perhaps due to some essential element lacking from their meta-physical being, are doomed to endlessly wander the dim lighted burying grounds and dust covered Victorian reading room of the physical world, once their home, but now a dream far beyond their grasp.

Meanwhile, we living move before them, going about our mundane business without the slightest thought or knowledge of those poor, ethreal beings who pathetically cry out... in silence, whilst beconing to us with the promises of charnel embrace.

There are people who have gone as far as to say that perhaps a few among these hapless, disembodied spirits can indeed reach from beyond the crypt to rend our flesh with their putrescent, worm-gnawed members, reanimated by the pure, livid hatred and envy that they must feel for us, the fortunate living.



The place where we shall pass the evening is one of final repose for many. After exploring our surroundings we shall retire to an appropriate spot for an extensive story-telling session. You are encuraged to bring tales of any sort: macabre short stories (Bierce, Lovecraft, Poe, etc.), tall tales, personal accounts of the unnatural, etc.
We shall be camping out though if you wish to leave early it shall be arranged.

Event requirements: 1.) dark colored, warm clothes 2.) gas money, automobiles if you have th m 3.) a potluck dinner in a knapsack 4.) a warm slleeping bag d ground cover or bed roll. 5.) I.D I.D. I.D. 6.) plenty of ghost stories

Please invite any incubi, succubi, or lamia that you happen to know.

Meet at 1354-12th Ave. (under stairs) at 8:00 p.m. on Saturday, April 25th at 8:00 p.m.

-- John Law 665-5329

SUICIDE NOTES

WHY EVENTS DON'T HAVE TO BE GRAND & ELABORATE

I've heard from several sources that numerous people in the Suicide Club are reluctant to do events because they don't think they can do something as elaborate as certain recent events like the Treasure Hunt & Alien Landing. If any of you have even vaguely felt this way, i'd like to point out two incorrect assumptions you are making. First, events don't have to be anything. Second, no one is going to judge an event.

I think its very wrong to think of events as acts in a vaudeville show, each of which must upstage or match the one before it. I have never judged an event, and I hope others don't either. In my mind, an event is good if the peoson organizing it has a good time and winds up feeling fulfilled. The rest should follow naturally. I don't think of myself as a member of a passive audience, waiting for the "entertainment" of an event to begin. If I wanted to spend a night where I would be guaranteed amusement, or adventure, or whatever, I'd go to the theater or the circus. What I'm interested in is glimpsing, experiencing, and participating in other people's fantasies, big or small, simple or grandiose. This could involve absolutely anything, anything at all. In the past (and we needn't be bound by that whatsoever) this has ranged from walking in unusual places, seeing strange movies, exploring old and often abandoned buildings, staging pranks and carrying out street theater, climbing things, playing games, visiting amusement parks still in existance, visting amusement parks we've imagined, etc.etc. etc.

My ideas about the Suicide Club are that it provides an accepting, supportive atmosphere to carry out fant asies, explore new things, share pleasant or strange or frightening experiences with others. There is no "Event-O-Meter" which gives one event a five and another a two. Events are merely rooms along a long, endless hall, the doors to which have been opened by their facilitators. Some rooms may be larger than others, but they're all worth entering.
I sincerely hope that more people will offer all sorts of events, without worrying so much how they'll, be received or work out. If you like an idea, others probably will also. None of us are perfectionists, and what's good or bad is only in your mind.

From the people who brought you Ringolevio: A Game Played For Keeps comes a New Version:

RINGOLEVIO II: A GAME PLAYED FOR CHICKENS

9

SATURDAY AUGUST 26 THE PANHANDLE AT FELL AND BAKER STREETS 1PM SHARP!

Needless to say, there are a couple of revisions in the way that Ringolevio will be played in the future. First of all, no hitting is allowed, which is how I broke my wrist. Secondly, if anyone who's not playing even attempts to give you information about an enemy players plans, location, etc. then run away, hit him instead, tell him to shut up or do whatever else you need to do to avoid cheating.

As expected, the women were more than a match for the men at the last game, which was declared a draw. So if you women still think that men have an inherent physical advantage over you, or if you men still believe that contact sports with women don't present much of a challenge, then come participate in your own liberation. (Talk to Shelly Fern if you won't take my word for it.) A review of the game and rules is presented below.

P O BOX 1134

"There are two sides, each with the same number of players. There ar no time limits, no intermissions, no substitutions and no weapons allowed. There are two jails. There is one objectiave. Each side tries to capture and jail all the memhers of the other side, while maintaining the freedom of its own teammates. When everyone on one side is captured, the other team wins. To jail or 'den' someone, you must catch him and then restrain him, because he is alloed to resist with all the skill and strength of his mind and body. You cannot simply tag him and announce that he is under arrest and expect him to go peacefully. You must get him there. And once he's inside the den you must keep him there because he cam escape (if the jailor gets too close to the prisoners they may pull him in, and leave) or be broken out (if one of the prisoners teammates cam get into the jail without being caught, he has only to step within its perimeter, shout 'FREE ALL' and there's a jail break). Bribery is also a possibility but vheating is not." From Ringolevio: A Game Played For Keeps by Emmett Grogan.

There you have it. The boundaries will be the fence around Harkoness Hospital, inside of which the game will be played. Each jail is 10' X 10' square.and will be located out of site of eachother. The biggest and toughest of each team are the jailors/cops who guard the jails and capture members of the opposing team. These players almost never try to capture eachother as the game would then degenerate into an all out war.

Since this is a spectator sport, there will be comfortable viewing stands. All are invited to come and make a partym out of it.

The following are mandatory for players:

Wear a pair of tough pants that you don't care about.
Wear some sort of knee protection.
Wear soft running shoes such as Adidas, sneakers, etc.
A safety strap for glasses or a case.
Since there will be no breaks, arrange what you intend to do about food ahead of time.
Anyone can play, but non-Suicide Club members must be cleared through me before the day of the game.

READ THE FIRST 37 PAGES OF THE BOOK.

RINGOLEVIO II (continued)

The following are mandatory for spectators:

Bring a gourmet hors d'oeuvre for five.
Bring a pillow to sit on.
Bring a flashlite with fresh batteries.
Bring something non-alcoholic todrink.

X PETER FIELD 681-6098

Q The Answer Man Newsletter.
P.O. Box 11263 • San Francisco CA 94101

On Thanksgiving Day, 1983, Gary Warne, friend, jester, visionary, teacher, indescribable, and Answer Man, died unexpectedly of a heart attack.

As all of you whose lives he touched know personally, Gary lived as a truly exceptional person. He challenged us all to dream, to play, to laugh, to fill our senses, and to blossom with ideas. He believed, passionately, in communicating, adventuring, and the power of the personal. In the light of his example, it has always been appropriate to embrace life's risks and follies with an open heart and mind, and every tribute to him will bear the mark of that kind of brilliance.

Gary knew literally thousands of people, usually in some kind of remarkable way. For that reason, it is particularly painful for us, doing this newsletter, to tell you of his death in this, less personal way, but the enormity of his presence makes any other means impossible. So, in the knowledge that each of you will take this issue and weave and color it with your own personal, rich memories, we invite you to celebrate Gary's story, and to honor him....

THE CLOWN AT MIDNIGHT

[by Gary Warne, as the preface to a collection of poetry and stories he wrote between 1971 and 1974, which he called The Lord Of Sensations]

When I was twelve years old, I read an interview with Lon Chaney, Senior, The Man of a Thousand Faces, in an article by Robert Block called, "What Is Horror?". Chaney asked us to picture this: Imagine you are alone in your living room; it is late, the clock is striking twelve, the moon is full. No one is in the house. The town is asleep. You have been reading, and are startled; you really don't want to answer the door, but someone is knocking on it. You try to go back to reading, but you cannot. The knock comes again. You get up and move towards the sound. You hesitate--and turn the latch. The door swings open... On your porch, in the deep night, its face bleached in moonlight, is a clown, in full costume and gleaming facepaint. It is smiling at you. What would your reaction be? Would you laugh? Perhaps, suggests Chaney, it would not be that funny. Perhaps it would be just the opposite...even if you had just seen the clown in the circus ring that very night, in the sawdust where it belonged. What would your reaction be???

Block summed up his article with this image and this question. The man who wrote one of the most frightening of all stories, "Psycho," suggested that this was the essence of all horror: THE CLOWN AT MIDNIGHT.

> "That's a hell of an ambition, to be mellow. It's like wanting to be senile."
>
> RANDY NEWMAN ON MIDDLE OF THE ROAD MUSIC

I was a very young boy when I read that. It has never left me. It has colored and shaped everything I have ever done, ever imagined. It remained a key for me to understand the world with. I don't know if I can explain to you what it means to me, but that simple reading experience changed my whole life. The world and people's experience of it took on transformations, new possibilities, inversions, juxtapositions that were denied other people. I saw, from then on, that the same things that frightened some people brought pleasure and laughter and wonderment to others. And I saw some people's joy turn to horror in the mind of still other audiences and lives. I learned that many people experience the same things in many different ways, and that I could therefore choose my own reactions to most of life's experiences. If I had a choice, then it would be joy at mystery, and excitement at most dangers, and I would know that only myself lay at the end of these journeys I would undertake. I learned that responses were my own peculiar sense of incongruity, and that a sense of horror and a sense of humor were only each person's sense of what was untypical-incongruous. If that was all it was, then I would take my response in excitement.

Gary Warne, one story...

Gary was born in Charleston, West Virginia in 1948 and was raised in Florida, Kentucky, and West Virginia. In 1969 and 1970 he served in the army in San Juan, Puerto Rico, and came to San Francisco soon after leaving active service.

Immediately upon his arrival, Gary began a 12 year odyssey of exploration and discovery of the rich history and multitudinous facets of San Francisco. He first attended, and then taught classes at the Network Coffee House in "Finding Your Way in San Francisco," and began working with Communiversity, an alternative school then affiliated with San Francisco State. Gary served as director of the school from 1973-1977, coordinating a schedule of between 60 and 120 classes per semester, designing and maintaining a barter and skills exchange, and catalyzing the colorful, chaotic, quarterly garage sales that served as registration and fundraising for the school. Costumed antics, films, pie fights, and general "organized chaos" were some of the factors which made the sales very memorable experiences.

Concurrently, Gary became an accomplished "garage sailor", spending much of his spare time canvassing small sales and flea markets in search of books, costumes and other bizarre items. Over a period of 4 years, he quietly collected over 16,000 volumes, and in 1975, realized his dream of opening a used bookstore and community center, Circus of the Soul. This same bookstore served over the next five years as the forum for a vareity of unusual activities, ranging from the SF Roommate Referral Service, participatory music classes and band rehearsals (Gary was a singer/guitarist in two bands), the Fantasy Film Society, and the SF Suicide Club. The latter was a five year experience of intensive urban adventuring involving over 200 people. Activities included bridge and building climbs, costumed actions on busy downtown streets, ridiculous and bizarre pranks in full view of the often bemused public, and forays into the more often unexplored ideas of various groups and communities in the Bay Area.

In an effort to give that kind of adult play a more constant environment, Gary opened the Gorilla Grotto in late 1979. The Grotto was open for six nights a week, offering different games, lectures, movies, storytelling and music events each evening for over a year. The Grotto's unusual ambiance included a bookstore, a cafe, a giant playpen (for adults), and his unique collection of social events entitled the "Museum of the Inconsequential".

Over the years, Gary also contributed his considerable talents to facilitating and inventing games and activities, working with virtually every formal play organization in the Bay Area. A special interest of his was the meshing of storytelling, music, theater, and games in festive, colorful environments, and he was particularly gifted in working sensitively with seniors in this way. Recently, he was coordinating a volunteer pet therapy program, which brought pets to elderly, hospitalized seniors.

Gary, after being entered as a contestant at the Calaveras County Frog Jumping Contest by a giant frog.

In addition, Gary wrote articles and commissioned pieces for several publications, including SF Free and Easy, the Bystander, the Surrealist Exchange and his own book of fiction and poetry, The Lord of Sensations and Other Fragments and Dreams.

Continuing his quest for different perspectives on San Francisco, Gary worked with both the S.F.P.D. as a trainee officer and the Friends of the S.F. Public Library, where he served as a city guide. A special interest in the San Francisco earthquake led Gary to design and produce a multi-media documentation of that spectacular event.

Most recently, Gary's pre-eminent project has been the Answer Man Newsletter, a formal culmination of his 12 years of explorations and inquiries into myriad aspects of San Francisco, the Bay Area and national resources and information. The Answer Man Newsletter was perhaps Gary's most ambitious project, offering information and referrals on almost every conceivable topic. It has truly been an endeavor only Gary would have initiated and it has been delighting him with its success for its entire existence. This edition marks the last issue and the completion of one year of publishing.

> "I'll play it first and tell you what it is later."
> Miles Davis

> I worship what is vague,
> delicate sounds & colours,
> Whatever trembles, ripples & shimmers,
> Hairs & eyes, leaves & silk....
>
> ALBERT SAMAIN

> If you have good karma, you can go on being reincarnated indefinitely. Mozart and Christ made it twenty times, getting better all the time, always improving. I could tell you about a woman I know who started out as a medieval housewife, which didn't work out, and then became a blood-thirsty pirate in the 18th century, which also didn't work out; but finally she achieved the right balance, and today she's the most successful lesbian in Greenwich Village. --Neal Cassady

> There's so much spectating going on that a lot of us never get around to living. Life is always walking up to us & saying 'Come on in, the living's fine,' and what do we do? Back off & take its picture.
>
> (Russell Baker)
>
> Life goes by so fast. Stop for a moment & take a look at it. (Advertisement/Polaroid)

WHY WE PUT OUT THIS ISSUE

Gary Warne died. But as his friends, associates, comrades and soulmates, we felt the Answer Man shouldn't. Not quite yet, anyway.

Eleven days before Gary died, he and seven friends came together for a "newsletter brainstorming brunch." It was a morning of stimulating conversation and much enthusiasm about the future of the newsletter. After three hours, Gary left Aunt Edith's Mill, one of his favorite restaurants, with a smile of excitement on his face and an impressive collection of messily scrawled notes under his arm.

The ideas discussed that day will never be implemented. We knew that even as a dozen people we don't have the knowledge, time and information-seeking expertise that Gary did. But we did want to somehow let all of you know a little bit about who Gary Warne was and what happened to him.

We figured he would have liked that.

So Gary, for all those times you asked for our help and we were too busy, this one's for you.

MEMORIAL GATHERING

january 13 8:00 pm the farm, s.f.

On this weekend, Gary had planned a one year celebration of the Answer Man Newsletter. Since the shock waves are still rolling out and those affected are legion, we feel compelled to offer the opportunity for friends, acquaintances, and those inspired, affected, confused, or in other ways touched by Gary to get together- and remember.

Gary had originally planned a duo-chromatic ball based loosely on E.A. Poe's "The Masque of the Red Death." The colors he had chosen were Green and Orange (ugh!), with the original idea being that all attending would wear exclusively those colors and dye their potluck offerings to match their clothing and the walls. Since the nature of the event has changed and those in attendance will be a more diverse group and potentially less festive than originally planned, the color scheme won't be mandatory.

There will be showings of a videotape of the last Oakland sewer walk and a film of the Great Haircut, starring Gary, along with films of Gary doing various bizarre things during Suicide Club and Communiversity events.

There will be a "Garage Sale" and raffle to help defray costs of the event, and to help perpetuate an abbreviated Gorilla Grotto Events Calendar. Donations should be brought to the event. Games, both "New" and old, will be played. There will also be live music. Of course, costumes will be optional.

We request that folks attending bring hors d'oeurves, copies of photos of Gary and stories and anecdotes written up on 8½ x 11 sheets of paper so that they can be reproduced and shared many times over. Please also bring drinks.

We will need help organizing this event and welcome your contributions. There will be set up and clean up, phone calls, transport of various materials, and general preparation for which we'll need volunteers. At the gathering, we will also be able to inform you of the status of Gary's files and projects and what's being done about it all.

If you can help, call 863-8114 and leave your name, number, and when to call or drop a card to P.O. Box 11263, San Francisco, CA 94101.

We'll see you there.....

P.S. The Farm is located at Army and Potrero Streets in San Francisco. Arrive (northbound) off Bayshore at Army, (southbound) Potrero and 25th. Park on Potrero. Bus route info at 673-MUNI.

> The opposite of a correct statement is a false statement. But the opposite of a profound truth may well be another profound truth
> Niels Bohr

Q Where can I go with my questions?

A As the Answer Man, Gary provided a unique service of which there is no visible counterpart. Should you find yourself stumped by a question, however, the following information network referral services should help.

The Berkeley Information Network is a community information telephone referral service paid for by the City of Berkeley. As such, most of the information collected is of interest to Berkeley residents. Nevertheless, they also take questions pertaining to the Bay Area. Martha Powers, the network's coordinator, says, "Out of self-defense we know alot about everything." Their card files, which are open to the public, list over 1600 agencies and are divided into twenty seven subject categories. They field questions concerning social services, the arts, the media, education, events, and politics. In addition, they have a file devoted to organizations that rent out meeting rooms. While the service does not cover questions of a national nature, they can probably steer you in the right direction. "We don't like to give up," says Ms. Powers. "If we can't find the answer, we'll find somebody who can." The service is located in the Berkeley Library at Shattuck and Kittredge. Call (415) 540-0666. For further information, call Martha Powers, (415) 644-6786.

The United Way's referral service is broader in scope than Berkeley's. They actively serve all nine counties and will answer national questions. The information collected is geared toward social services and they will refer an inquirer to non-profit and public organizations. In fact, you can obtain their directory which lists all the non-profit agencies in San Francisco. You can ask them anything connected with health and human services. 410 Bush St. San Francisco, CA 94108 Call (415) 772-HELP.

Q What's happening to the Gorilla Grotto?

A The Grotto is ON! We will continue using the self-addressed stamped envelope system, which means that you send me 7 SASEs and I will mail you calendars of events.

In addition to events, I will also list cult-ish films that are showing and would also use any HOT tips from you. If you hear of or create 1)An idea or activity that seems challenging or gratifying or curious enough to hint at an event ("Let's get together and discuss how we think Western Society has totally missed the boat"..."There is a Soap-Box derby at ___we could enter".... "I have enough room and/or equipment to put on a film night/music night/ discussion night/ mud-wrestling night/ ****night"...."There is an abandoned coal mine at____")

OR

2) A schedule ready made event that we can just show up at ("The UC Theater is putting on a triple feature on...Let's fill up some rows"... "The Bowling alley on Haight offers Dance 'n Bowl nights on Fridays and Saturdays"...)

THEN
call and leave a message on the Grotto machine, including your number. For now, the GROTTO NUMBER IS THE TRIP (or 843-8747)

P.S. The survival game will happen Sat, Jan 21. Call if you're still interested ..some openings.

Q What happens to my subscription?

A All inquiries regarding the Answer Man should still be addressed to P.O. Box 11263, San Francisco, CA 94101. They will be forwarded to the estate.

> "Very often intellect is poetry's enemy because it is too much given to imitation, because it lifts the poet to a throne of sharp edges & makes them oblivious of the fact that they may suddenly be devoured by ants, or a great arsenic lobster may fall on their head.
>
> Federico Garcia Lorca"

> "Whatever their faults, the Communists did not invent canned laughter."
>
> Public Domain

The death of Gary Warne
A Eulogy

BY DENNIS KAPLAN

I first learned of Gary Warne's death when I tried to register by phone for an event he was scheduled to lead. At first, I got one of those irritating answering machines. It had just offered to take my name and number when a live male voice cut in and told me the news: "Gary went to visit his father on Thanksgiving. On the night before the dinner he had a heart attack and died."

The abrupt shift, from a taped message to a message like *this*, only enhanced the reality of it all. But I think it's telling that at least two other people with whom I have since talked shared some of my more macabre first thoughts — principally, the suspicion that the whole thing was some kind of trick, a stunt, another of Gary's characteristic exercises in making antler ears at everyone else's taboos. Would it really be beyond him to turn an alleged death into a practical joke? Afterwards, he would hold a class somewhere; everyone would sit in a circle and share their outrage.

It has never been easy for me to explain Gary to those who do not know him. Labels might work quite well for some of us — "former hippie," "New Age male," "alternative entrepreneur" — but in the face of who Gary actually was, they all become silly and inadequate bromides. About the only thing that really seems to work is a simple recounting of his track record. In the time I knew him, he accomplished the following: founded Communiversity (the only San Francisco free university of the 1960s that never turned into a profit-making business or a cult); founded the Suicide Club; co-founded the Skills Exchange; founded the Gorilla Grotto play shop and bookstore; founded the Answer Man Newsletter; joined the San Francisco Police Academy in an attempt to become a police officer; coordinated a tour of the Oakland sewer system; and climbed to the top of the Bay Bridge.

Gary Warne

My list undoubtedly leaves out more than it includes. But most striking to me is that even though a number of these ventures enjoyed a good deal of popularity and success, Gary never attempted to turn that to monetary profit. He was an idealogue of sorts. He really believed in his own party line, which held that the things people had to give one another could be exchanged without the intervention of money. If he saw anything at all as his mission, I believe it was to uphold that concept. He never betrayed that ethic. He never joined the swelling ranks of the hipoisie. And that — in an era of $500 growth seminars and cutesy boutiques with names and prices that make you want to brick the windows — is an achievement that can't be looked on too lightly.

On a personal level, Gary was hard to know, at least for me. Most of the time, so many others in his orbit vied for his attention that it was impossible to carry on a conversation. If you really wanted to speak to him, you literally had to make an appointment. A close friend of his once told me that the only people who really knew Gary were his lovers. But in the broader sense, almost everyone seemed to know him. I recall going through the same scenario a dozen times: meet someone, get to know them and at some point discover that they too knew Gary Warne — an acknowledgment usually voiced with an exchange of smiles. It was a little like discovering that someone else had once chortled over the same line of a Kurt Vonnegut novel or liked the same bar of a favorite song.

It has always been something of a puzzle to me that Gary did not receive more media attention than he did. The one creation of his that did get some notice from the press was the Suicide Club. Like Gary, the Club is probably best described through a litany of its exploits: the Oakland sewer tour; an overnight picnic in an abandoned hotel; the infiltration of an est seminar; the infiltration of a Moonie commune; a band of nudes taking over a cable car; a blindfolded hike through the Forest Hill subway station; and others. The most outrageous, I think, was the time club members took over an elevator in the Mission Street parking garage and set up a prearranged scene of a couple enjoying a gourmet dinner by candlelight, replete with tuxedoed maitre d' and violin serenade. It must have been quite a sight to those poor souls who thought they were simply heading for a routine afternoon commute.

But my favorite Gary Warne event of all time was the one called "Let's lock ourselves in a room and see if we can agree." The title pretty much explains it.

continued next page

LOCAL COLOR

continued from previous page

Originally this was a class offered through Communiversity. It began with about 25 people cramming themselves into someone's San Francisco bedroom and proceeding to make a list of the most loaded topics they could think of. The commitment was to choose one topic and stay with it until everyone in the room either stood in agreement or could at least agree on why they couldn't agree. It made for an intense night, and there were some who stormed off in pure frustration. But the point wasn't to win, wasn't to convince; it was simply to discover whatever people needed to discover in order to explain their inability to agree. Was it different facts? Different assumptions? Until you knew, you could ask anything you cared to ask. Those were the ground rules. It was a rare opportunity to communicate in a way that familiar mores usually don't permit. And it was Gary's genius that turned it into a game.

The uniqueness of Gary's contribution to this area is something that will not be quickly replaced. He was not only a minor institution in his own right, but also, in a sense, a slightly archaic embodiment of the fast-fading '60s ethic at its finest — specifically, the idea that enterprises can succeed by virtue of their ability to excite and stimulate, not simply because they can tread water in the marketplace in deference to the axioms of economic Darwinism.

The day after I heard the depressing news, one of those recurrent Pacific storms slammed into the city. I recalled a suggestion of Gary's that the ideal way to experience such a storm was to take a ride on the Golden Gate Ferry, and for a few minutes I was determined to give it a whirl. The suggestion was typically Gary: what everyone else took as calamity, he took as a chance to play.

His lifestyle was reminiscent of that Zen saying: "An inconvenience is an adventure misunderstood." That maxim is easy enough to quote but not so simple to incorporate. For me, it was not even easy to keep my mind made up about that ferry ride, and soon I decided instead to go to Emeryville to take advantage of a tire sale. I had a glum two-hour wait; through most of it, the news about Gary slowly settled in, but never completely.

I kept thinking about what a friend said: "It's just hard to accept the termination of all that intellect, all that consciousness." I never really have. Perhaps it's a manifestation of the quasi-immortality all teachers more or less possess. But I really do believe this: in the part of me that almost rode that ferry in the storm, Gary Warne survives. ■

LETTERS

continued from page 4

STOP IT!

The intolerable confusion, cynicism and despair enshrouding our lives is not beyond understanding. Humanity's awesome technical prowess has not engendered commensurate wisdom on any large scale. Daily, we are assailed by the latest reports of arms escalation, accompanied by the hectoring taunts of politicians worldwide.

This global nuclear brinkmanship is pursued without the consent of the governed populace, East or West; indeed, the constantly accelerating technology has all but excluded human intervention from any quarter. It's horrifying that there is no method, only ignorance and madness.

I am unwilling to allow this equation to increasingly imperil world civilization. No political, ideological or economic consideration can, in my opinion, mitigate the need for concerted action now.

— **Ed Dollak**
San Francisco

'BOAT PEOPLE'

Your review of the film *Boat People* leaves the reader with the impression that the film is seriously flawed because it was made by "Chinese Communists." This is an important and human film in its examination of people living in difficult times. We helped to create whatever Vietnam is today. We cannot dismiss this film which shows at least one person's version of reality. I don't know what life in Vietnam is like today, but the existence of hundreds of thousands of boat people cannot be ignored.

It is too glib to dismiss this as propaganda. The friend who went with me said that all the actors spoke Cantonese so were probably living in Hong Kong and that many scenes were shot in Hong Kong where he lived for many years. This film should be seen by anyone who still wonders what America did in Vietnam and what went wrong with their revolution.

— **Patrick Haggarty**
Oakland

Editor's note: *In Zena Jones' Nov. 23rd capsule review, from which the shorter characterization of the movie included in the movie listings was drawn, she wrote: "But since this riveting, relentless-in-its-depiction-of-horror Hong Kong film was shot in the People's Republic of China by 36-year-old Aan Hiu with the support of a regime hostile to Vietnam and reconstructed from survivors' accounts, one cannot help but wonder how much truth has been lost in translation, and how much is propagandistic kung fu."*

WHERE THE MEN AREN'T

If I weren't so tired of reading untrue statements about meeting people of the opposite sex in San Francisco, I would probably have thought a "Cooking for Singles" class (Bay Guardian 12/16/83) sounded great. If I hadn't actually taken Carl Levinson's class, I would probably have hurried out to do so.

The fact is: there are no men (no REAL men, no real, GOOD men) in San Francisco to meet. Believe me, I have tried: gyms, laundromats, the MARINA SAFEWAY, the Balboa Cafe, ads, computer dating, etc., etc. Your article on Carl Levinson's cooking class just added to my incredulity at the perceptions of others. I also took the Cooking for Singles class. Yes, single women, that is. There were about 25 women and four "men" (one married, one gay, two confirmed bachelors in their mid-50s who had other problems). The 25:4 odds, which are typical of San Francisco events, made this another joke singles experience.

Incidentally, I am not fat, ugly, stupid or deformed in any way. I am just tired of ridiculous, untrue stories about how to meet people in San Francisco. Why doesn't anyone, including the Bay Guardian apparently, have the guts to tell the truth? There's a story for you!

— **K.M.S.**
San Francisco

BARRIERS TO FOOD

Members of the Oakland Progressive Political Alliance have been outraged to learn of the slow and uneven progress which local supermarkets are making toward the goal of barrier-free shopping for the disabled, as required by state access law and Oakland ordinance. Disabled ac-

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ROUGH DRAFT

"Anyone who does anything original never repeats themselves. And if your original and clever you can do the same things and change them enough so they don't have the same repeated effect...so it's not a copy of what you've done before."

Mark Pauline

Organizing Events: A Critique and Some Positive Suggestions

Intro

The SFSC and later the Gorilla Grotto were the result of a long process that started with the broad range of people, ideas and projects. ~~Personally~~ I'm intrested in re-initianating the open ended evolutionary process that involves creative people and allows them to interact in a relitivly unstructured way. I am not interested in reviving a specific product, the latter SFSC/Grotto. Reviving this product with its tacit structure and assuptions, its in groups and out groups, and its stultifying cult of personality, would be boring and very prone to fail for the same reasons that the SFSC/Grotto failed.

I've spent many hours considering this over the last several years. I've revued my own experinces as a member of the later SFSC (about the last three years of it's existance) and talked to many of the other members about there experiences. I've also made it a point to talk to those people I've met who only came to one or two events and then dropped out to find out what it was that discouraged the m. I think that there is much too be learned from these observations and reminisences. Problems that dogged the original orginisations and led to their ossification and eventual demise can ,I beleive ,be avoided so that open ended ~~eee~~ creativity,chaos, cocophony and dark saturnalia can run on for a good long time. Long after i've grone tired of ot and gone on to something else.

Why the SFSC faild(apersonal view)

The reasons that almost everyone unanimously agress killed the SFSC are:

1. Non-participation, as time went on less and less people were willing to do events. Newcomers could not be induced to plan or execute events.

2. Lack of new ideas for events. That small cadre of people who were doing events felt that they had reached the end of their creativity and/or the resources of the bay area.

These are demonsterably the reason that the SFSC failed. But as I talked to people other underlying readons begin to come out. ~~Some of these are:~~ The non participation of newcomers as well as a reason for an exodus of the old, was An in-group out-group structurethat arose sontaniously.arose. Many newcomers felt put off by this, felt excludeded. It was ~~t~~ only the most determined people were able to overcome this ~~and-to~~, become aquainted with the senior members of the group and find out what was going on and how it was done. Despite attempts to hold seminars on how to put on an ~~ev~~ ~~it~~ event, many people were ~~pu~~ already alienated by the inadvertent cold noulder that they were guven when they attended events.

Part of this problem was a Cult of personality that inadvettently centerd around several people in the club that were most viible. As a result of their high visibility and the good opinion of them that others had

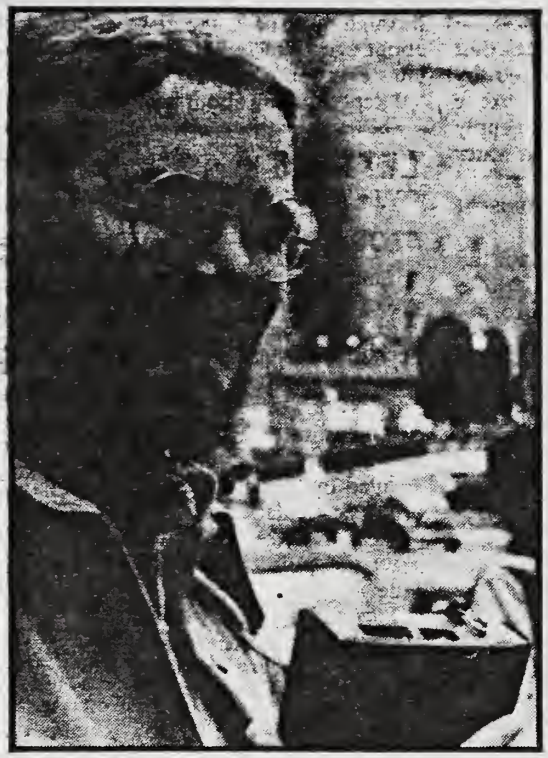
The death of Gary Warne
A Eulogy

BY DENNIS KAPLAN

I first learned of Gary Warne's death when I tried to register by phone for an event he was scheduled to lead. At first, I got one of those irritating answering machines. It had just offered to take my name and number when a live male voice cut in and told me the news: "Gary went to visit his father on Thanksgiving. On the night before the dinner he had a heart attack and died."

The abrupt shift, from a taped message to a message like *this*, only enhanced the reality of it all. But I think it's telling that at least two other people with whom I have since talked shared some of my more macabre first thoughts — principally, the suspicion that the whole thing was some kind of trick, a stunt, another of Gary's characteristic exercises in making antler ears at everyone else's taboos. Would it really be beyond him to turn an alleged death into a practical joke? Afterwards, he would hold a class somewhere; everyone would sit in a circle and share their outrage.

It has never been easy for me to explain Gary to those who do not know him. Labels might work quite well for some of us — "former hippie," "New Age male," "alternative entrepreneur" — but in the face of who Gary actually was, they all become silly and inadequate bromides. About the only thing that really seems to work is a simple recounting of his track record. In the time I knew him, he accomplished the following: founded Communiversity (the only San Francisco free university of the 1960s that never turned into a profit-making business or a cult); founded the Suicide Club; co-founded the Skills Exchange; founded the Gorilla Grotto play shop and bookstore; founded the Answer Man Newsletter; joined the San Francisco Police Academy in an attempt to become a police officer; coordinated a tour of the Oakland sewer system; and climbed to the top of the Bay Bridge.



Gary Warne

My list undoubtedly leaves out more than it includes. But most striking to me is that even though a number of these ventures enjoyed a good deal of popularity and success, Gary never attempted to turn that to monetary profit. He was an idealogue of sorts. He really believed in his own party line, which held that the things people had to give one another could be exchanged without the intervention of money. If he saw anything at all as his mission, I believe it was to uphold that concept. He never betrayed that ethic. He never joined the swelling ranks of the hipoisie. And that — in an era of $500 growth seminars and cutesy boutiques [illegible] names and prices that make you want to brick the windows — is an achievement that can't be looked on too lightly.

On a personal level, Gary was hard to know, at least for me. Most of the time, so many others in his orbit vied for his attention that it was impossible to carry on a conversation. If you really wanted to speak to him, you literally had to make an appointment. A close friend of his once told me that the only people who really knew Gary were his lovers. But in the broader sense, almost everyone seemed to know him. I recall going through the same scenario a dozen times: meet someone, get to know them and at some point discover that they too knew Gary Warne — an acknowledgment usually voiced with an exchange of smiles. It was a little like discovering that someone else had once chortled over the same line of a Kurt Vonnegut novel or liked the same bar of a favorite song.

It has always been something of a puzzle to me that Gary did not receive more media attention than he did. The one creation of his that did get some notice from the press was the Suicide Club. Like [illegible], the Club is probably best described through a litany of its exploits: the Oakland sewer tour; an overnight picnic in an abandoned hotel; the infiltration of an est seminar; the infiltration of a Moonie commune; a band of nudes taking over a cable car; a blindfolded hike through the Forest Hill subway station: and others. The most outrageous, I think, was the time club members took over an elevator in the Mission Street parking garage and set up a prearranged scene of a couple enjoying a gourmet dinner by candlelight, replete with tuxedoed maitre d' and violin serenade. It must have been quite a sight to those poor souls who thought they were simply heading for a routine afternoon commute.

But my favorite Gary Warne event of all time was the one called "Let's lock ourselves in a room and see if we can agree." The title pretty much explains it.

continued next page

What made the Original SFSC special

1 The SfSC was open to just about anything. It had an almost total lack of official rules and structure, something rarly found out side of ones inner life. The attitude was one of 'Do whatever you want to do and list it in the newsletter. The official position was one of openendeness, experimentation and non judgementaness

2. Originaaly there seemed to be a consious realiaation that the club would be out of control. This out of control situation was then seen as a desirable norm

3. The emphasis was on participation.

4. The focus was on taking risks; physical,social psychological and artistic,...to change the paer and expand the conception of the world held by both the event's originators and participants.

5. A willingness to entertain peoples events without expectations as to there their value. Conversly the willingness of those putting on events to defy the expectations of good taste, whats right or correct what is moral, proper, lawful or legal. What was done was a matter of personal conscience and responsibility (and more than ocassionally of irresponsibility)

6 It was an attaclk on all limits.

7 It mannaged, through one of its few rules, to avoid political and religious contention and infighting that is forever the bane of creative enteprises.

If short the SFSC provided a forum for the realization of peoples fantasies, a place for the expression of outlaw artistic and intellectual conceptions,and a mode for exploring our own minds and our interaction with others. In setting aside limits and taking risks The SFSC in fact created a safe space for creative people to do whatever they pleases, a world apart though contiguous with the restrictive daily world. A world where our most obscur desires could be explored and acted out , either symbolically or in fact.

Another important aspesct of the SFSC was it made the individuals who did become involved feel as if they were a part of somthing special. They felt that they were in a group of like minded people who stood somehow apart from society in general. A number of people who I've talked to felt that they were outsiders and that the SFSC was a very special group of people who were all outsiders in one way or another. To some extant the seceret/conspiritorial aspecr of the SFSC was important to this sense of a special identity. People who were initiated into the club were as it were initiated into a mystry/seceret, and this was important as a glue that bonded the group togather.

they became the stars of the club. they became the object of other members attention,comtemplation, and even adoration. They became the actors with the lead roles, and many of the other members unwittinly became their audience. The senior members became the actors, some with more impressive roles, and ~~many-of-the~~ the majority of the newer members became the audince. The SFSC had ceased to be a participatory experience and had become a spectical.

As a result the range of types of events steadily narrowed. Those events that were dine by the star performers were well attended.~~to-ent-~~ In an attempt to keep the club alive these events were repeated ad mausium, in various guises. The situation became repitious. Emphasis tended to fall on complicated games and spectacular events. New members felt intimidated and felt thatthey could not compete with these events, mot realizing that compition was not the point and was in fact antithetical to the original notion of the SFSC LESS CREATIVE / BRAVE INDIVIDUALS COPIED EXISTING EVENTS - THINKY DISGUSTED THEM - & SOUGHT APPROVAL.

Another problem seems to have arisen from the loss of the original focus that the SFSC had in the begining. The original attitude was one of taking risks, courting new and unexpected experiences&emphasizing participation of all without competition or expectations about the result. The point was not to be entertaining, to have people aprove of what you had done, or to garner aplause, it was to fallow your own personal vision and get and honest and valid reaction from your event. This reaction was the omly true measure of an event.

But as time went on this attitude ceased to be the dominate ome. One heard complaints that all risks had been taken,and surmounted, all taboos and sacred cows smashed, and that there were really no new ideas and experiences to be had. Nostalgia set in. Events became repititious for reasons mentioned above. As events were repeated in one guise or another and little thought seemed to go into just what was the point of them(except for fun/entertainment, valid but ~~not-he-who~~ trying to 'have fun' soon becomes boring in and of itself). Many people seemed to become bored with what was going on and retreated from the club into into private life and careers. The club had ceased to be a forum for there personal projects, ideas and obsessions. It became a part time caberat where certain people were stars and the rest were given walk on parts or ~~acted~~ became an audience

These ameture theatrics, mo matter how ingenious , were no match for the enticementes of comercial entertainment and private passions and fetishes. People became bored, they retreated to private life and as this happend the club became more and more of a socil club. Realistically this is ~~ent~~ always a part of all clubs, but unless it is specifically a social or dating club, this spells the end of the orginazation as effective for anything else. Good God , how many people who showed up on events ~~seemed~~ confided in me that tey saw the club as primarily a way to find romance (get laid)!!! SFSC-Rip.

Sharing Fantasies, Assuptions, Goals

Design events/Cclasses/Get Togathers that allow people to share their concept of what they are trying to accomplish within the overall group. To encourage them tosee if their idea generates any energy and/or is shared by other people

Mailing List

Recruitin initially from new sources, and developing a mailing list from interested people. Give the situation a few months before brinigg in a whole slew of people from the old SFSC/Grotto nexus, People who have perhaps already fallen onto the passive, spectator role or have a desire to dig up andx revive the rotting corpse of the long deceased SFSC and try to bring new life into it.

Interfacing With Other Groups

New members and new ideas could be had by interfacing with already existing groups we fing interesting. This could be done openly or surepitiously(infiltration). Some examples are: Outdoors Unlimited, Seirra Club Rock Climbing Section,The Beef Collective.....

The Newsletter-

I expect that a mothly newsletter is still the best way of letting people know about events. But the newsletter could be much more than a calander. I envision it as a means of communication among the members of the group , a place to share ideas enthusiams, obsessions fetishes....as a forum for debate ... as a place to ask for information and haelp with projects...as a showcase for art and writing.... in otherwords more of a journal than a newsletter...something that can incite dreams and action as well as list events. A means of two way communication....with comemnts and critiques of events and attitudes...a means of feedback and of starting fights.

The newsletter could also act as a skills exchange eiyher as a means of payment for a costly class/event, or as a way of locating people with the skills needed to facilitate a project/event

It would be interesting to have the various active participants write short to medium length statements about what they are trying to accomplish by doing classes/events/ projects....What their conceptual background is ,what intrests or obsessions led to an event or a style of doing things, past experiences etc. (we could each start doing this in the second newsletter and fallowing ones)

[This may be too much to expect.out of a monthly newsletter and its rotating publisers and editors.... Perhaps it would be worthwhile to put togathe ra quarterly journal to handle the longer peices of writing. (as per a suggestion once made by Jayson Wechter) I'd be willing to handle this on a permanent basis for a t least the first year.]

Getting Started

The goal as I see it is to creat an open ended situation that is conducive to the development of a semi-coherent,motivated, self-starting and self perpetuating group of people willing to design and participate in a variety of projects/events/classes. Conversly the question could be, How do we go about starting up a group and at the same time avoid those problems that lead to non-participation and stagnation in the SFSC. I confesse that I dont have an all encompasing answer. But I do have some concrete suggestions that could be examined and perhaps tried.

Personal Recruitment of Interesting,Creative People

Instead of wating for exceptional people to come to us and offer ideas we should activly and personaly recruit them. Personal contact and interaction is a key element to putting togater a good initial group. A awe newsletter or flier seldom motivates feople as well as one to one contact and communication does.

Encouragement of a Very Wide Spectrum of Events/Projects/Classes

Through one to one contact and the newsletter let people know that we are open to and accepting of an extremly wide variety of events. Another way to make the point would be to do a wide variety of events ourselves,esawing repitition, as an example of the potential of the group and the situation.

Stage Open-Ended Events

Make it a point to regularly design and schedule open-ended events that encourage participation and responsibility for the direction and the outcome of the event. Example, patchwork quilt events.

Events that Lead to Bonding/Friendship/Trust/GroupSolidarity

People need to feel that they belong to the group ,that they are not just spectators, and that what they do is important and respected. When people feel that they are accepted and paid attention to they will continue to-become to events,feel encouraged to do events, and take risks(just ask any cult leader)

Sandy's idea that we could initially do some small events that are unanounced ,to which we personally invite intresting people is a good one. Also good are events thatallow people toget to know one another (eg.s Lock yourself in a room and see if you can agree, Telling your own story) Events where everyone participates equally(Saffron's mask making group) and events that use self revealing psycological games are also good for fostering those personal contacts that lead to full participation in the group and a comitment to the process.

Another usdful idea is for a specific ritual for the new members of the group. Enter the unknown was a prime example of this.

(Parentheticaly, any event where people are isolated and on edge,and ither in the dark or blindfolded for a prolonged period tends to foster feelings of intamacy and trust among the participants)

1 WEREWOLF OF SAN FRANCISCO
Players apply to game by mail. They are given a complete list of players a set of rules and a calander of days designated as having'full moons'. One player ,unbeknowenst to the others is designated the werewolf and can attack other players and make them into werewolfs on days with full moons. On these occasions the werewolf will have to ware a pentagram on the back of his right hand so that he can be identified , and possibly killed by other players. Alive and dead&/or werewolf players would be kept track of by a proffessional answering service that all players would have access to so as to keep up to date durring the duration of this several week long game. the game would end when either the werewolfs are exterminated or the human players are all dead or turned into werew wolfs.

2 ARBORETUM WINE TASTING
Serrepitious and suprise wine tasting , complete with caviar, cracker lace tablecloths and tux clad maitre-de held at night in the arboretum.

3 Angle Island Camp Out
Same as above but held in abandon bunkers on Angel Island while on an overnight camp out.

4 NIGHT HIKE/PLAY
A night hike is held.on Mt Tam. On the hike strange things begin to happen. victims of some horrible attack by a monster aproach the hikers at different times and adress the hikers, telling them the story of their demise, for it becomes obvious that they are ghosts. Eventually the monster comes forward and tells the group it's side of the story.

5 NIGHT PICNICS IN HIGH SPOTS OR - NIGHT PIC-NICS IN UNUSUAL (BUT NOT HIGH) PLACES

6 URBAN CLIMBING CLUB

7 BOLT LADDERS PUT UP ON VARIOUS URBAN 'CLIFFS'

8 THE SUBCONCIOUS SPEAKS
An evening of hypnotism and automatic writing to reveal the workings of the subconcious such as the surrealists once did.

9 UNREAL TOUR AGENCY
Set up a false tour agency that gives tours of places that have no right to exist. Take photos and give a slide show of these places.

10 AN EVENING OF EXQUISITE CORPSES (SURREALIST WRITING & DRAWING GAMES)

11 CASUALTY SIMULATIONS
Make up participants to look as if they have been horribly mutilated or injured. Then make photos of the people as a record and as souveniers Teach this as a skill that can be used as an amusment and an art form

12 TASTELESS AND OFFENSIVE STREET THEATER

13 AN EVENING OF OFFBEAT VIDEO

14 YUPPICIDE
the ritual and symbolic exorcism and death of the superficial,conformist consumerm in all of us. GREAT TITLE - BUT I HAVE NO IDEA WHAT IT WOULD ACTUALLY ENTAIL - ANY IDEAS?

THE QUESTION OF STRUCTURE

The relitivly unstructured format of the SFSC was what made it special. But it Also ~~made it~~ allowed for the development of an unwritten and often unacknowledged structure, the inadvertant domination of events by individuals and ~~the~~ rank non participation. So Ive ask myself as well as some wx members if they thiught some kind of non intrusive, benign format or structure might be useful. There was no concensus on this and i do not have any answer. But I do think that the question is important and deserveses considerable thought and some discuession.

SOME SUGGESTIONS:

-Facillitators/Coodinators

A rotating position of facillitator or coordinator that would be passed to all members of the group at one time or anothe rhas been suggested. This Person(persons?) ~~These People~~ would help to get events togather, and assist with information about resources and individuals. They could also be charged with the job of making sure that all members had an ~~E~~ equal voice and ability to participate

-Manditory Participation Requirement

Put on at least one event during a given time period or be barred from participation. Contribute or go home.

Guidelines/Information

Written material about : our conception of what we are trying to do, the history of what we are doing, the way one could put on an event (suggestions only) . The ~~con~~ material would be given to all new members, or would it be available on request?

APENDIXS

1 A list of various types of events done by the SFSC with examples.

2 Selected writings of SFSC members on the purpose ,style, structure, ~~pr~~ problems of the group. Some will be my summeries of long documents of poor print quality and rambling discourse

Apologise to the readers for spelling.

EVENTS 9-10-00

WITH WEIRD FOOD & WEIRD MUSIC: SYD BARRET, THROBBING GRISTLE, PSYCIC TV ETC.

HIIGH TEA WITH THE DERANGED

Participants are invited to come to an afternoon, formal tea, dressed and acting like a crazy person. They must study the symptomology snd actions of the syndrom and use these symptoms as as a basis for their behavior. Their dress and actions while they are at the tea must be consistant with their syndrom and must be maintained for the duration of the party. Nurses will be in attendence.

DSM III OR OTHER PSYCHIATRIC MANUAL

SOME PRACTICAL EVENTS/CLASSES

- How to do publicity
- How to do fliers and newsletters
- How to plan games/ game theory
- How to do street theater
-=Logistics for event designers

SUICIDE FOR FUN

A party where we all commit suicide (simulated!). All forms of suicide except the use of firearms will be accepted. firearms will be banned due to safty considerations. Photographers will be present to take documentary fhotos, death certificates will be issued, and the suicides will be judged on the basis of artistic merit, authenticity, and ingenuity.

POST INDUSTRIAL CAVE PAINTINGS FOR TECHO ABORIGIONIES

Painting primitive cave type paintings in subway tunnels, railway tunnels , isolated underpasses and other post industrial caves.

MEDIVAL/PHANTASY REALITY CONSTRUCT

Playing a medieval/phantasy role playing game in person ,with others on real terrain over a period of a couple of days. The game could possibly be played at big basin or in point reyes where we could camp overnight and also play at night in the woods.

IF I HADN"T GROWN UP TO BE SO MALADJUSTED I WOULD HAVE BEEN WARD CLEEVER

Weve all been influnced by TV in our childhood. Thats where we found our first and possibly our most important role models. Therefore hold a party where people have to come as their childhood role models that they got from the tube.

THINGS THAT PEOPLE WONT LET ME TALK ABOUT
(conversely THINGS I CANT STAND TO HERE OTHER PEOPLE TALK ABOUT)

An evening of talking about forbidden subjects. One of a series, where the first one might well be used to define the topics for the future meetings.

Some Topics

-Childhood crimes and criminality
Sexual obsessions and fetishes
-Occult experiences
--- -Cult experiences
-Madness

MORE POSSILE EVENTS 8-11-'86

THE GREAT HOT AIR BALOON LAUNCH
Launching an armada of hot air baloons made out of bitthday candles,plastic soda straws and dry cleaners garment bags. This would be done at night at a secluded location (speedway medows?). The baloon/bags glow wounderously as they float out of sight into the night sky. Also making floating fireballs

PHANTASY SELF PORTRAITS
People will bring their fantasy images of themselves, and the props they need to portray it to a specified location where I would have lighting and camera set up and would help them to make their self portraits. Either use poloroid cameras, or arrange to have the film developed at a one hour developing lab. Enlargements would then be arranged. Negatives would be the property of the participants to preclude blackmail attempts.

BASIC VERTICAL TECNIQUE
A brief class in the fundementals of climbing tall objects, rigging ropes andc cable ladders, rapelling using an eight ring, etc. After the class we ask "Just what do you want to climb now?"

This class could be fallowed up with one entitled ADVANCED VERTICAL TECNIQUE wherein the use of prussiks, assenders, bat hooks, bolt kits ,chocks and acctive camming devices on man made structures would be taught and practiced.

ENVIRONMENTAL EXPLORATION
Impromptue explorations of various neighborhoods in the bay area to find interesting environments. This is in fact the serch for interesting event locations put forward as an event in and of itself.

AN EVENING OF HORROR andFEAR and SICKNESS UNTO DEATH
Participants are to bring the most horrifing thoughts and things(stories, pictures,articals,artwork and objects...or whatever) to an evening coloquium where through the sharing of our ideas and experiences we will see if we can reach a consensus of what horror/fear is. After this we could go out and face these horrors/fears either now or in the future. A pact signed in blood will be required of the participants

SKY DIVING (THE $100.00 ENTER THE UNKNOWN)
Participants would give us a hundred bucks in advance. Then one saturday they would enter the unknown only to find themselves enrolled in the Antioch Parachute Centers one day ground class and staticline jump program.

HIDDEN TALENT NIGHT
A chance to display those hidden skills, artistic ,trivial perverse or otherwise that none of us ever thought you had (and are shocked to find that you do!)

FANTASY FACILITATION GROUP
A blood pact to help the members of the group to fullfill one of their more unusual ,but reasonably possible(?) fantasys. A support group to encourage aberrent behavior, acting out, and wishful thinking

SELF HELP
Participants will bring the most ludecrous self help exercise and be prepared to lead the assembled people in its performence. Self help exercises may be either from a book or class, or made up out of whole cloth. Only after the presintation of all the exercises will the origin of them be revealed.

(YES I KNOW THAT I CAN"T SPEEL, I NEVER HAVE BEEN ABLE TO, AND I CAN"T AFFORD TO HIRE A SECRETARY.....)

AUTOBIOGRAPHIES

A class where we'll develope short(three to ten page) autobiographies from several entirly different points of view. The project would last a number of weeks. Non traditional and multi media encouraged.

EVENTS-----after talking with John Dowdell----------9-29-'86

SUICIDE NOTES

a class where we share our phantasys and stratagies for writing suicide letter What we want to say, who do we wish to make feel guilty, what kind of reasons we have for doing it the way we are etc. and particular statagies for getting this stuff across

DO YOU KNOW THE WAY FROM SAN JOSE

Dropping people off in a San Jose suburb with out money or a map and seeing if they can find their way home. Could be done as a race with informed choice to participate, or as a henious suprise...

COUNTER PROTESTS

Find a political protest or rally that particularly fascinates and/or amuses, and/or apalls you and set up a counter protest to it. Be prepared to deal with an uncomprehending and possibly hostile public.

NEITZCHE TRACTS

Make up and have printed some particularly odd and possibly offensive and or down right bewildering leafletts and hand them out in a highly public place on a sunday. Be prepared for odd and intense interactions with th general public.

TAKE PEOPLE SOMEWHERE STRANGE/INTENSE/PERPLEXING WHILE BLINDFOLDED

Enter the unknown and have your worst fears/greatest fantasys fullfilled. The title says it all. Some possibile places could be: weird and evangelical churches, scientologhy meetings, very odd environments etc.

BUSHWACKING METRO ADVENTURES SEWER TOUR

Find out where and when the sewer tour will happen. Create strange and disturbing phenomenon or dress up twenty people real, real weird and meet them in the darkest part of the sewew. Give the metro adventurers more than they bargained for.....

EVENTS 9-17-1986

THE PARTY AT THE END OF TIME

The world ends at 2:00 a.m. This is your last chance to party, your last chance to do and say all those things that you always wanted to do. Hurry up, time is running out.

SELF INTERVIEWS - ALL WOULD BE TAPED & TAPES GIVEN TO THOSE INTERVIEWED

I would like to have people interview me about various important issues in my life, I set the subject but they can ask any question that they want and press as hard as they want for an answer. They cannot ~~answer~~ ARGUE and I cannot lie. Through this process I hope to be able to explore diensions of myself that are normally hidden . These would include the volumn and pitch of my voice, my choice of words, attempted evasions and what and how I talk under pressure. In return I will interview ~~an~~ the interviewer on any subject that they want.

A TRIP TO THE MUSEUM OF THE UNKNOWN

It's in mill valley , ask Louis Brill

TATTOO PARLORS

A visit to lyle Tuttles famous tattoo parlor and museum, where we will all get tattoos(only the stoute hearted need apply!). An expensive event 'cause tattoos start at $25.00 and go up from there

9-22-'86)

A NoN TRADITIONAL THANKSGIVING DINNER OF SOME SORT

YOU WILL BE FORCED TO DRINK EGGNOG (a pre X-Mas event)

Wherein we arm ourselves with a quantity of eggnog, several blenders, and brandy,rum,&whisky. ~~Wil~~ We"ll proceed by car (drivers to remain sober) to friends and aquaintences houses, arrive unnanounced and make them drink eggnog. Then we"ll take them prisoner, along with their blender and make them accompany us to the next victims house....ad infanitum.

KITTY GENOVESE ~~MEMORIAL EVENT~~

Dummies and manaquins are positioned as assailents and vitims in darkened ~~alleys~~ ALLEYS late ~~an~~ night and cheap tape recorders blare out violent diologue . Will anyone intervene or call the police? They didn't in poor kitty's case.

INFILTRATING A NEW AGE FAIRE

Posing as one or more "New Age" groups we will rent a both to distribute information at the fair. What we will actually do to the unsuspecting visitors will be a group project amd anyones guess. I suggest that it be less than enlightened.....

Getting Started

The goal as I see it is to creat an open ended situation that is conducive to the development of a semi-coherent,motivated, self-starting and self perpetuating group of people willing to design and participate in a variety of projects/events/classes. Conversly the question could be, How do we go about starting up a group and at the same time avoid those problems that lead to non-participation and stagnation in the SFSC. I confesse that I dont have an all encompasing answer. But I do have some concrete suggestions that could be examined and perhaps tried.

Personal Recruitment of Interesting,Creative People

Instead of wating for exceptional people to come to us and offer ideas we should activly and personaly recruit them. Personal contact and interaction is a key element to putting togater a good initial group. A newsletter or flier seldom motivates people as well as one to one contact and communication does.

Encouragement of a Very Wide Variety of Events, Projects,& Classes

Through one to one contact and through the newsletter let people know that we are open to and accepting of an extreemly wide variety of activities. Another way to make the point would be for us to do a wide variety of Activities ourselves, avoiding repition, as an example of the potential of the group and situation.

Stage Open-Ended Events

Make it a point to regularly design and schedule open-ended events that encourage participation and responsibility for the direction and the outcome of the event.(Example; patchwork quilt events.)

Events that Lead to Bonding/Friendship/Trust/GroupSolidarity

People need to feel that they belong to the group ,that they are not just spectators, and that what they do is important and respected. When people feel that they are accepted and paid attention to, they will continue to-come to events,feel encouraged to do events, and take risks(just ask any cult leader)

Sandy's idea that we could initially do some small events that are unanounced ,to which we personally invite intresting people is a good one. Also good are events thatallow people toget to know one another (eg.s; Lock yourself in a room and see if you can agree, Telling your own story) Events where everyone participates equally(Saffron's mask making group) and events that use self revealing psycological games are also good for fostering those personal contacts that lead to full participation in the group and a comitment to the process.

Another usdful idea is for a specific ritual for the new members of the group. Enter the unknown was a prime example of this.

(Parentheticaly, any event where people are isolated and on edge,and ither in the dark or blindfolded for a prolonged period tends to foster feelings of intamacy and trust among the participants)

ROUGH DRAFT

(apologies for spelling and typos)

> "Anyone who does anything original never repeats themselves. And if your original and clever you can do the same things and change them enough so they don't have the same repeated effect...so it's not a copy of what you've done before."
>
> Mark Pauline

SOME NOTES ON ORGANIZING EVENTS; a personal view.

Intro

The SFSC was the resultant product of a long process that started with the broad range of people, ideas and projects represented in Communiversity. Personally I'm interested in reinitiating the open ended evolutionary process that involves creative people and allows them to interact in a relitivly unstructured manner. What I would like to see, in short, is a forum for the realization of peoples fantasys, a place for the realization of outlaw artistic and intellectual conceptions, and a mode for exploring our own minds and our interactions with others. A setting aside of limits, and taking real risks to create a space where people can do what they please, a world apart though contiguous with the restrictive world of daily life, a world where our most obscure desires and obsessions could be explored and acted out,either symbolicly or in fact.

I am interested in reviving a process and not a specific product, the latter SFSC. Reviving this product with it's unwritten tacit structure and assumptions would ,I'm affraid, not be half as interesting or as likely to succeed

What fallows are some of my thoughts on what could make this new venture a great success.

ROUGH DRAFT

ROUGH DRAFT is an opportunity for displaced extraterrestrials, dreamers, artists, urban necromancers, inspired game players, esoteric scholars, wandering spirits, playful adults and wiley children to explore their ideas and desires without restrictions. We invite you to participate with us in subverting old realities and creating new ones.

DIA DE LOS MUERTOS-DAY OF THE DEAD SUNDAY NOV. 2, 6:00 PM

31-A Dearborn (between 17th & 18th street)

This Mexican holiday is celebrated in San Francisco at Galeria De La Raza with an art exhibit and a candle-lit procession. We'll meet at 6 to paint our faces as skulls (or you canpainton a half mask), and leave for the Galeria at 6:30 P.M.

Bring donation for Galeria and for face paints and wear warm clothes.

THE PLAYGROUNDS OF SAN FRANCISCO SAT., NOV. 8th, 7:00 P.M.

Meet at the baseball diamond, 7th Ave. & Lincoln

If one implicit ideal of this group is to use the City as a playground, tonight we'll pursue that goal literally---by visiting the best playgrounds in San Francisco, and without having to compete wit the greedy little nippers who selfishly hog the seesaws and monkey bars during daylight hours. Today's playgrounds have all sorts of creative, high-tech toys unheard of when we were kids, and most childless adults don't even know they exist. Under cover of darkness, we can explore them, and act as playful and/or childish as we wish----and without some snotty three year olds screeching in our ears.

Bring vehicles and a potluck meal, and wear loose, layered clothes and sneakers.

Gregor

INTERHOLTELIC GALACTIC MANEUVERS

Do you yearn for excitement? The far reaches of space? Fancy clothing you're too embarassed to wear anywhere except your bathroom?

Yearn no more, O starstruck travelers.

Join us for the infamous galactic battles of legends past. The time has come to don our absolutely most stunning attire (tuxedos and gowns or the closest equilivant) and repair to the inner reaches of species decay (otherwise known as downtown), to there engage in a battle of stealth, brains, and quick-witted maneuvers in alien territory.

BRING: $$$ for eating later.
Stunning outfits with comfortable shoes.
Umbrella in case of rain (the game is played indoors, but we will be outdoors for short periods).

MEET: Friday, November 14th, 8:15 P.M. sharp, on the steps of Grace Cathedral at Taylor and California.

The Galactic Interloper

THE QUESTION OF STRUCTURE

The relitivly unstructured format of the SFSC was what made it special. But it Also ~~made it~~ allowed for the development of an unwritten and often unacknowledged structure, the inadvertant domination of events by individuals and ~~the~~ rank non participation. So I've ask myself as well as some wx memberss if they thiught some kind of non intrusive,benign format or structure might be useful. There was no concensus on this and i do not have any answer. But I do think that the question is important and deserveses considerable thought and some discuession.

SOME SUGGESTIONS: & QUESTIONS

-Facillitators/Coodinators

A rotating position of facillitator or coordinator that would be passed to all members of the group at one time or anothe rhas been suggested. This Person(persons?) ~~These People~~ would help to get events togather, and assist with information about resources and individuals. They could also be charged with the job of making sure that all members had an E equal voice and ability to participate

-Manditory Participation Requirement

Put on or al least help put on one event per year or be barred from participation,. Do we need a'contribute or go home' rule?

-Guidelines & Written Information

Written Material about, 1)Our conception of what we are trying to do individually and/or as a group. 2)How to stage an event, project, or class, mainly suggestions with lots of examples of events of the past or planned for the future so as to show how wide our conception of events is. Should these materias be written? given to all members? be available on request?

No Politics/Religion rule
One of the ~~fw fw~~ few rules of the SFSC seems to have been, 'No overtly political oganization events and no evangelizing for a religion",
Is this a good rule, do we need it?

Esoteric? or Exoteric?

The SFSC, though supposedly not a secret organozation had a tendency to function as one; it had a distintly conspiritorial aspect. Do we want to continue this?

(Thanks to Sandy for reading the very rough draft and making suggestions and contributing ideas)

HELP NEEDED

"I need someone to do a little discreet detective work for me. There is some information I need gathered before my... Well anyway, it's urgent and I can't let anyone else know I've got it. If you're discovered or if you find yourself being tailed you'll have to use your own resources. Would you consider a disguise? Frankly this area is getting crowded so you won't be the only one looking for the goods, but it's imparitive that no one suspects that you're after my info, or else all hell could break loose.

Think it over. If you want the job call 843-8747

WHAT IS ROUGH DRAFT ?

ROUGH DRAFT

A prelimenary outline for expanding the limits of fun and creativity....
A chance for new and unusual opportunities for intense experiences.....
'to stretch the limits---push the envolope'
ROUGH BRAFT and when it works - it works !

Louis M. Brill

I see this as a kind of participatory pre-school for adults, in that it can be an outlet to get together for any type of activity that is self-expressive, explores the world in a new way, or is just plain fun. I would like to see it be a supportive forum where anybody feels comfortable putting on an event or class, and a group where people feel comfortable playing with different creative processes even if the product doesn't come out to be hip and polished.

Saffron

Reality is more fun than anything you can imagine

Joe Weinstein

Rough Draft is a place where displaced extraterrestrials, dreamers, artists, urban necromacers, inspired game players, esoteric scholars, wandering spirits, playful adults and wiley children can explore their ideas and desires , and present them without restrictions. It is a place to subvert our own and other peoples shopworn personal realities.

Lance Alexander

I'm going into this with very little expectation. Suprise me.

Sandy Hatch

ROUGH DRAFT is a clearinghouse / newsletter where anyone who wants to do anything that would involve people in a creative, novel or participatory activity can list it. These can be events, performances, classes, projects,...or whatever you want. The process is openended and and by comming to an event or listing one in the newsletter, you become an active and equal partner in the creation of ROUGH DRAFT

FOR MORE INFORMATION

about participating in Rough Draft, including times and/or locations of all the events listed here;

1) Send a self addressed stamped envelope to: ROUGH DRAFT
BOX 199
904 Irving St.
San Francisco, CA
94122

OR

2) Come to our first event, The Par Course on Sept. 13 (see other side) and we will give you a copy of the newsletter

Things to do...

ROUGH DRAFT

Before you die

ROUGH DRAFT is an opportunity for displaced extraterrestrials, dreamers, artists, urban necromancers, inspired game players, esoteric scholars, wandering spirits, playful adults and wiley children to explore their ideas and desires without restrictions. We invite you to participate with us in subverting old realities and creating new ones.

POST-INDUSTRIAL CAVE PAINTING

...ede.. Oct. 8, at 7:30 pm, at 1323 11th Ave., S.F.

Lately I've been thinking a lot about masks, armadillos, scarecrows, totems, Thinking of growing antlers, a beak, Hideous fangs dripping blood and spittle. Mud-pits in which white bodies writhe ecstatically Cave paintings, being struck by lightning, Waking up in the dead of night Uttering untranslatable words Urging me to paint my face, draw stick men, Commit acts of cannibalism, G.Sutton Breiding to seek power and use. from: Going Feral: an editorial

Here in S.F. we have plenty of post-industrial caves. We'd like to meet with other techno-aboriginals to plan the where and how of doing some cave paintings. Bring your ideas to discuss with us. Elliot & Lance

MIDNITE PICNIC

Sat., Oct 11, 10:45 pm
Meet at the S.W. corner of Funston & Irving

Another night of gustatory excess at a new and interesting location. Bring a Pot-luck dish for five people, warm layered cloths, sturdy shoes, a flashlight, an ID as well as a daypack to carry all of it in, and a car if you have one. If you want to sleep where you eat, bring a sleeping bag. Lance

a day at THE RACES

Sunday, October 12, 11:00 AM

A DAY AT THE RACES

Mr. Arland Hatch III has asked the advice of a frankly unscrupulous and possibly fraudulent psychic to help give him an edge at the horse races.

Those of you foolish enough to throw away money along with Mr. Hatch are invited to join him and his personal psychic for a day at the races, wherein you will be subjected to a loud and raucous crowd, junk food and cheap beer, beautiful horses and occasional excitement. Bring about $10.00; more if you enjoy losing larger sums. Meet in front of the Glen Park Bart Station at Bosworth and Diamond. We will be carpooling; bring a car or gas money.

A. Hatch & Madame Blavatsky

NIGHT GAMES

Friday, Oct. 17, 7:00 pm
Meet in the parking lot on 6th Ave. between Irving & Judah Streets, S.F.

An evening of adventure-oriented games on a unique hilltop location--the site of an abandoned radar station overlooking the Golden Gate. It's a thirty minute hike to the site, so wear comfortable shoes, dark, layered clothing, and bring: 1) a potluck meal you can carry uphill; 2) a flashlight; 3) a vehicle if you have one and 4) firewood.

Jayson Q.

TENDERLOIN TREASUREHUNT

MEET AT 4 P.M. AT S.W. CORNER OF 4th & MARKET

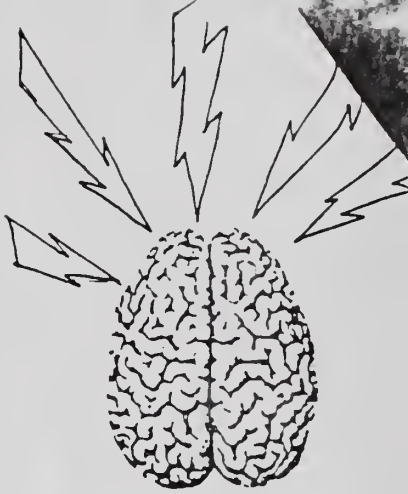
SAT. OCT.18

A TENDERLOIN TREASUREHUNT

BRING: Three one dollar bills, plus Two dollars in change

John Dowdell
664-0365
(5-8 pm only please)

P.S. Please make sure to bring a hearty appetite.



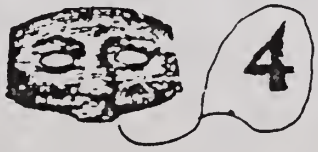
BRAIN STORMING and PLANNING SESSION ~
Making Our Fantasies Come Alive

Wednesday, March 18, 1981 ... 7:30 P.M. ... 1320 - 7th Ave., S.F.

Many people have probably thought about or toyed with the idea of doing a Suicide Club event, but never actually organized it because their ideas weren't fully clarified, they didn't have time or the energy required, they were afraid to, or just didn't think they knew how. But most everyone has some kind of fantasy, and this will be an opportunity to discuss them, share ideas and hopefully, emerge with several events that various people would like to do.

Many people who don't have the time to organize an event alone are anxious to help others do so, and this will be an opportunity for those people to link up with one another. Also, hopefully, our collective creativity will give birth to some terrific events. A similar planning session was held 4 years ago, when the Suicide Club first began, and 3 months worth of events came out of it. If this one is a fraction as successful, it'll be terrific.

One major problem the Suicide Club has had during the past year is the lack of new people doing events. We know that many new people have joined, and undoubtedly have ideas, but for some reason, they haven't translated them into events. I hope this meeting will draw those people out so they can be given encouragement and support by those of us who have done events and would like to see and help others do them. There has never been any limitation on what someone can do as a Suicide Club event, nor has there ever been an attitude of judgement. Anything goes, and this meeting is for the bringing out of any and every idea, scenario, fantasy, etc. under the sun and moon and all the rest.



Jayson Wechter
665-7644

DOING EVENTS---A HOW TO GUIDE

Here is a short explanation of how events find their way into the newsletter and what their basic structure is.

The Newsletter

This comes out once a month and is paid for by your dues and compiled by a volunteer editor(s). You can list any event you want in the newsletter. There is no censorship, approval, etc.

Events

Anyone can do an event, and it can involve anything imaginable including, but not limited to, urban adventures, role playing games, visits to unusual locations, classes, performances, and group art works. There are no limitations whatsoever. If people like the idea, they'll come out for it.

To get an event in the newsletter, write (or preferably type) it up, with the name of the event, the date, the time and meeting place, and a description of what is involved (you can make it all a mystery if you want, and suprise us when we come to it). Be sure to list any materials, special clothes, equipment, etc., required. Then mail the event to the newsletter at its address. The deadline for the next month's events is the 20th of the preceeding month.

Events don't have to be anything. They don't have to be grand and elaborate, or dangerous, or long, or short, or easy, or hard. If you think it's a good idea, it probably is, and you might as well give it a try. Write it up and send it in.

The Event Organizer

As the organizer of an event you're the boss. People who come on your event do so with the understanding that they have to play by your rules. If they don't like the rules , then they don't have to play. You can set your event up anyway you like. This is the only time we ever have any leaders.

Rules (RULES ?)

WE DON'T HAVE ANY RULES,---or officers, or manditory anything!

I hope this answers any questions about doing events that you might have had. Now it's up to you. Think about what you would like to do, write it up, and send it in.

ROUGH DRAFT
BOX199
904 IRVING ST.
SAN FRANCISCO, CA, 94122